

THE HOTTEST
ALT GIRLS IN
ONE MAGAZINE

CHARLOTTE SOMETIME

SAMI • SITHIS • MIMI CEE

ISSUE 90 • FREE

FEATURING

2000 TREES
KENDAL CALLING
OBEY THE BRAVE
PUPPY
JAMIE LENMAN
FEMININE ENERGY

KIMBERLEY

#90

She's as hot as fire!

PLUS GAMING

TEKKEN 7 • PERCEPTION
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VALKYRIA REVOLUTION
AND MORE

ALSO SOME
CLOTHING FROM

MR. DUCKTAIL
DETH KULT
SOFT KITTY CLOTHING
CAMILY CLOTHING
BEDROOM BEHAVIOR
& MORE

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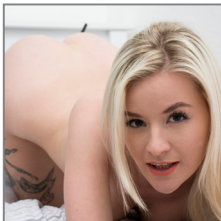
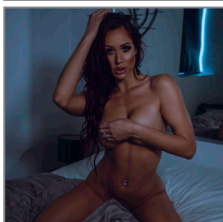
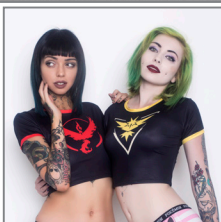
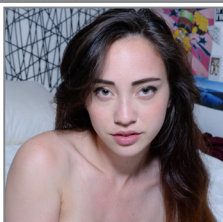
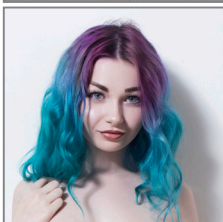




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Photographer: ATOM | Model: Dannika Daisy & Sophoulla

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Photographer: ATOM



Hey Sithis! Welcome to Elite, for those who don't know you, tell us a bit about yourself: Hey guys! Let me hit you with some quick info: I'm Sithis, I'm 20, I'm a third year student of psychology with cognitive neuroscience, I like gaming, I like cosplay. I think that's enough for now!

What was it like to work with the photographer on this shoot? It was amazing! I had such a fun time and it was great to finally meet and work with ATOM! Such a great guy and fab photographer - can't wait to work with him more!

What was your favourite part of the shoot? Meeting ATOM and all the other lovely people!!!

What's your favourite part of your body and why? Hmm, that's hard. Probably eyes, if there is one thing I would keep it would be my eyes, people always take an interest in them.

On a scale of one to ten, how good looking are you? Solid 4 on a good day.

If you could model for any brand, product or company, which would it be and why? I would say Disturbia or BlackMilk. I love all of their stuff, I'd buy every item if I could.







WHAT'S A
GUARANTEED
TURN ON
FOR YOU?
INTELLIGENCE,
FOR SURE.





**IF YOU COULD LISTEN TO ONE ALBUM FOR THE REST OF YOUR LIFE,
WHAT WOULD IT BE? ANOTHER SUPER HARD QUESTION, UGH!
PROBABLY THE BLACKEST BEAUTIFUL BY LETLIVE**

What do you like most about Elite? You're all so much fun! So friendly, and you always feature such a diverse range of models in your mag and on social media which is really refreshing. You also discuss such a nice variety of stuff in the mag: music, gaming, model interviews. It's great!



WHERE HAS BEEN YOUR
FAVOURITE PLACE TO TRAVEL?
OH THAT'S TOUGH! I'VE BEEN TO
LOTS OF DIFFERENT COUNTRIES,
BUT SAYING THAT EDINBURGH IS
MY FAVOURITE PLACE. SO MANY
COOL PLACES TO GO, SUCH LOVELY
PEOPLE. YEAH, MY
HEART DEFINITELY BELONGS
TO SCOTLAND.

2017 has been a pretty big year for many people. How have you found it so far? 2017 has been wild! But yes, it's been treating me quite well thank you. This is my first year modelling and I'm so lucky with how well it's been going. I had a great second year at uni and managed to achieve the highest mark in my whole year, so that's exciting! Yes, lots of fun stuff.

What is your favourite flavour of ice cream? Well, I'm a vegan so... no dairy. BUT the best ice cream out there has to be Booja Booja salted caramel praline! It's the best I've ever had, even better than Ben and Jerry's from when I did eat dairy - no lies, I promise it's the best stuff!

What's your favourite song currently? If I had to pick one out of my current playlist I'd say Chucky vs. The Giant Tortoise by Dance Gavin Dance or Love. Sex. Riot. by Issues.

If you could take us to any festival, which would it be and why? Haha well I've only ever been to one festival and that was only for a day stay, but it was Reading and Reading is pretty cool, however I'd love to go to Rockam'Ring.

Describe your perfect photoshoot: Ooh this is tough. I'd love to have a full day doing some hardcore cosplay shooting; super authentic locations, intense make-up and styling. Yeah that would be great!





Finally, is there anything you would like to say to the Elite Readers? Thanks so much for taking the time to read my lil interview! If you wanna keep up with my antics then I'm sithis.x on instagram! Have a great day!





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ASAMI

Photographer: RSPNYC





Hey Asami! Welcome to Elite, for those who don't know you, tell us a bit about yourself: Hey there! My name is Asami and I'm a 23 year old, half-Japanese and half-Irish nerd attempting to enter the modeling world. I was born and raised in Los Angeles, California and moved away for college when I was 17. I studied Math, Computer Science, and Statistics at Columbia University in New York City and moved to San Francisco for work after graduating about three and a half years ago. The SuicideGirls reached out to me in March 2016 and I have pursued modeling ever since. I work full-time at a start-up in San Francisco and spend my days off modeling and making art with amazing photographers.



ON A SCALE OF ONE TO TEN, HOW GOOD LOOKING ARE YOU? WELL, THIS IS A SUBJECTIVE QUESTION, BUT I WOULD RATE MYSELF AT AN 8.5 WITH 1.5 POINTS LEFT FOR IMPROVEMENT. I LOVE MY BODY AND MY LOOK, BUT THERE'S STILL SOME PERSONAL WORK THAT I NEED TO DO - LIKE GETTING MORE TATTOOS!

Photographer: RSPNYC



What was it like to work with the photographer on this shoot? It was SO much fun working with RSPNYC. I already knew we had a lot in common (we had chatted for a while before setting us this shoot), but we really clicked when we were finally face to face. We had so much fun and were able to open up to each other about our future ambitions and goals. Unfortunately, my work (non-modeling, tech job) schedule is crazy, so I had to leave shortly after we finished shooting but I look forward to working with him again soon!

What was your favourite part of the shoot? My favourite part of this particular shoot was getting to laugh and make jokes with the photographer. It really makes it easier to model when there isn't any tension or silence. I met RSPNYC for the first time that same day and once we were able to chat and connect, it was a breeze and time flew by quickly.

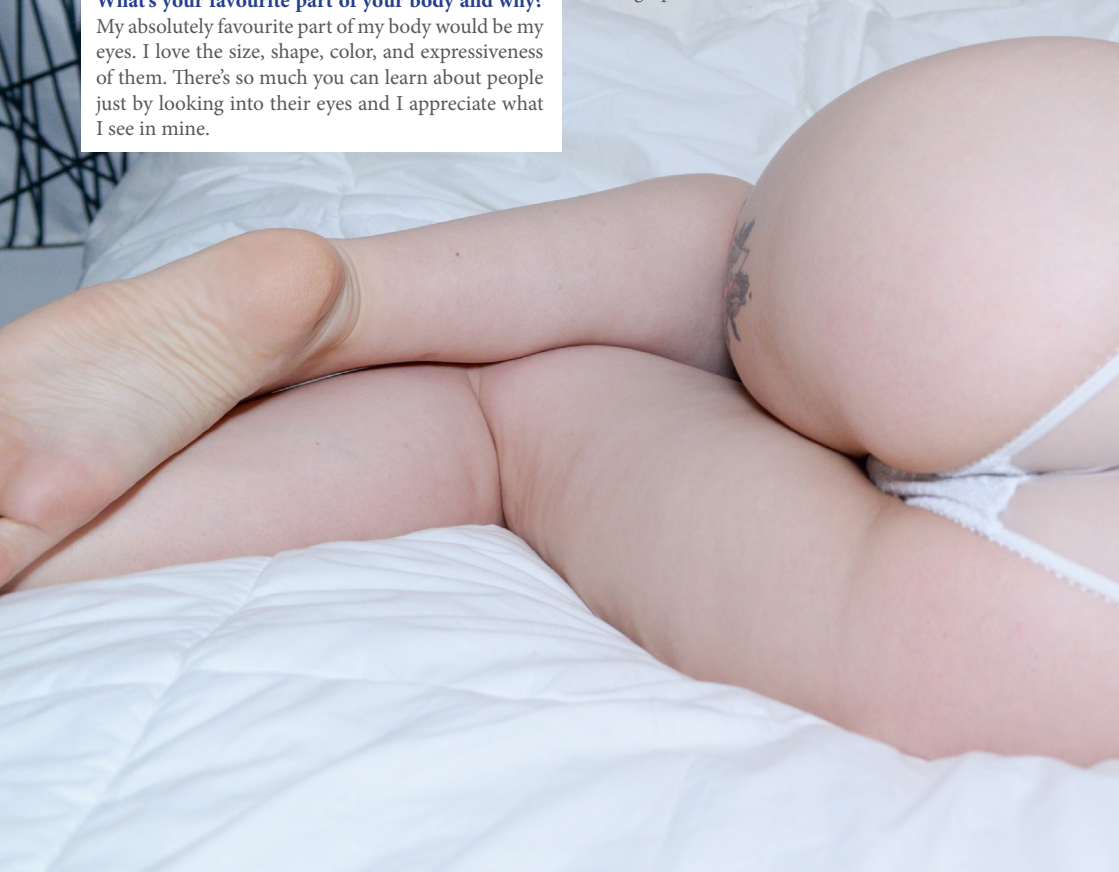
What's your favourite part of your body and why? My absolutely favourite part of my body would be my eyes. I love the size, shape, color, and expressiveness of them. There's so much you can learn about people just by looking into their eyes and I appreciate what I see in mine.

If you could model for any brand, product or company, which would it be and why? Honestly, I had always wanted to model for the SuicideGirls because of what they stand for and their mission statement. I'm lucky and thankful for everything that has happened this year, but now I need to reevaluate my future goals!

2017 has been a pretty big year for many people. How have you found it so far? 2017 has been an amazing year for me so far! I became an official SuicideGirl and my modeling career has really taken off. I've met so many wonderful people and now have opportunities to travel the world, so I really couldn't have asked for more!

What is your favourite flavour of ice cream? Mint Chocolate Chip.

Photographer: RSPNYC







WHAT'S YOUR FAVOURITE SONG CURRENTLY?
"THE POP LIFE" BY LITTLE DRAGON.

Photographer: RSPNYC





**WHAT'S A GUARANTEED
TURN ON FOR YOU?
TATTOOS. VERY SEXY
AND TASTEFUL TATTOOS
EVERYWHERE REALLY TURN
ME ON. I LOVE ART AND THE
HUMAN FORM IS BEAUTIFUL,
SO THE COMBINATION IS
UNBEATABLE!**

**DESCRIBE YOUR PERFECT
PHOTOSHOOT: BEAUTIFUL LOCATION,
SEXY CLOTHING, FUN MUSIC AND
GORGEOUS FRIENDS PRESENT.**

Photographer: RSPNYC





If you could take us to any festival, which would it be and why? Electric Zoo or “E-Zoo” is one of my favourite music festivals and is held in New York City. E-Zoo is my favourite because I have such fond memories going with my college buddies and sorority sisters and dancing until we fell asleep! The festival is also held at my favourite city in the US and during the best time of the year for NYC weather, so overall it has amazing music, great people, beautiful weather, and overall fun times.

If you could listen to one album for the rest of your life, what would it be? Little Dragon’s “Ritual Union”.

Where has been your favourite place to travel? New York City. I went to college in Manhattan, but didn’t get to enjoy the city as much as I would’ve liked, since I was so engrossed in my studies. There is so much to do and see and to experience in NYC - I truly miss it so much!

What do you like most about Elite? I appreciate that Elite features real women in their magazine. Real women with curves, colour and personality. There’s such a variety of beauty that you really don’t see anywhere else. It can be boring to see the same style and look over and over again, so I love that Elite finds and shoots with so many different and down-to-earth models.



**FINALLY, IS THERE ANYTHING
YOU WOULD LIKE TO SAY TO
THE ELITE READERS? HOPE YOU
ENJOY THE SET AS MUCH AS I
LOVED MODELING IN IT!**

Photographer: RSPNYC





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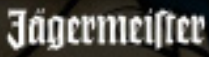


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Photographer: ATOM

MINI GEE



Hi Mimi, welcome back to Elite! How did you enjoy the shoot? It was super fun! Loved working with the Elite crew again!

What was it like to work with the photographer on this shoot? It's always super easy and a great laugh working for Elite. They're good humans <3

Outside of modelling, do you have any other passions? Quite into tattoos... but also food haha.







So how can a guy impress you? Buy me food.

Who has been your favourite model of 2017?

I have a couple @rogue_model I've know her forever you should all go have a look at her. Also @pererauk is the sweetest little human!

What is the naughtiest thing you've done? Wheat field probably. I mean it's gotta be the wheat field.

Beards - Yes or No? A tidy beard or no beard. Don't like a pube face...

What's the worst idea you have ever had? All of those times I've been on a night out. Hangovers are the biggest regret I've had haha. So I'm just gonna say when I decide to go out and place that firmly at the top of my "worst idea ever" list.

WHAT WAS IT LIKE TO WORK WITH PHOEBE? SHE'S SUPER CUTE! WE ARE BOTH SIMILAR IN HEIGHT AND SHAPE WHICH LITERALLY NEVER HAPPENS FOR ME. SO IT WAS REALLY COOL GETTING TO WORK ALONGSIDE HER BECAUSE OUR BODIES ACTUALLY COMPLIMENTED EACH OTHER! THAT SOUNDS WAY CREEPIER THAN INTENDED REALLY HAHA.

WHAT'S PHOEBE'S BEST FEATURE? SHE'S GOT THE CUTEST LITTLE SMILE.

Photographer: ATOM





**WHAT'S A
GUARANTEED TURN
ON FOR YOU? UTTER
SILENCE AND FOOD.
JK BUT JUST GET A
GIRL SOME FOOD
ALREADY HAHA.**





WHAT'S YOUR BEST FEATURE? BUG EYES?
YEAH I'LL GO WITH BUG EYES.

FINALLY, IS THERE ANYTHING
YOU WOULD LIKE TO SAY TO
THE ELITE READERS? THANKS
FOR GETTING THROUGH MY
ANSWERS. IF YOU'RE UP FOR
SOME MORE AWKWARDNESS
THEN COME FOLLOW MY
INSTALIFE @MIMI_C





Photographer: ATOM

PHOEBE

www.eliteonlinemag.com





**Hi Phoebe, welcome to Elite!
How did you enjoy the shoot?**

Hey everyone! This is my debut and I'm super excited to be here! The shoot was awesome. I got to meet a lot of babes and eat sausage rolls. What more do you want from a shoot?

**What was it like to work with
the photographer on this shoot?**

Both ATOM and Tripodski are super talented people! They really know their shit and they create such a fun and relaxed environment. I hope you guys love the photos as much as I do.

WHAT WAS IT LIKE TO WORK WITH MIMI?

MIMI IS AN ABSOLUTE
QUEEN. IT WAS A DREAM
COME TRUE TO BE ABLE
TO WORK WITH HER.
SUCH A SWEETHEART
AND SO SO HOT!

Photographer: ATOM





What's Mimi's best feature? Her face! Oh, and dat ass!

What's your best feature? 100% my face. I have a pretty awesome bone structure and my eyes are a cool colour.

What was the funniest thing to happen at the shoot? There were so many funny moments. But I'm going to go with the Dad jokes. Or the time me and Mimi almost broke the bed.

So how can a guy impress you? Buy me food, watch murder documentaries and Disney films with me and I'm yours forever.

Who has been your favourite model of 2017? Oh man, this is a difficult one. There are so many beautiful badass ladies around and everyone is smashing it. I'm going to go for Hope Brookes. She's so lovely and such a laugh. Oh and she's gorgeous!

What is the naughtiest thing you've done? I'm not very naughty, I'm a lady in the street kind of gal.

Beards - Yes or No? If they're groomed and looked after then I think they look awesome. But I hate the feel of them whilst cuddling, so it's a no.

What's the worst idea you have ever had? My whole life is made up of one bad idea after another but that's what makes you the person you are, right?

**WHAT'S A GUARANTEED
TURN ON FOR YOU?**
**AMBITION, INTELLIGENCE
AND HUMOUR! OH AND
MUST BE A LOVER OF
CHEESEBURGERS!**





Outside of modelling, do you have any other passions?

Here's a fact not many people know about me: I love to cross stitch. I also like to spend my time partying and playing Mario Kart and Zelda. Other than that I just get tattooed, dye my hair, sleep and eat. I'm so interesting, jokes.







FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS?
REMEMBER TO ALWAYS DO WHAT MAKES YOUR SOUL HAPPY. THANK YOU FOR
READING. IF YOU WANT TO SEE MORE, FOLLOW MY INSTAGRAM @PHOEBESGH
AND I HOPE YOU HAVE AN AWESOME WEEK!



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Charlotte Something

Photographer: Tripodski



Hey Charlotte! Welcome back to Elite, for those who don't know you, tell us a bit about yourself: Hey Elite Readers! I'm Charlotte, I have a big bum and I'm a little bit weird.

What was it like to work with the photographer on this shoot?

Always a pleasure to work with Tripodski and Elite Online. I always have such a laugh and shoot.

What was your favourite part of the shoot?

I just love the outtakes. Tripodski captures my goofy moments perfectly. I think we need to do a outtake calendar someday.

What's your favourite part of your body and why?

I should probably say my bum as it's what I'm sort of known for these days, the money maker, the musical peach. But I do really love my boobs, or bobs as all the cool kids seem to call them these days because they can't be bothered to type an extra o.

On a scale of one to ten, how good looking are you? IT'S A TRAP!









Photographer: Tripodski

If you could model for any brand, product or company, which would it be and why? That's actually a super hard question now. If you had asked me about 3 years ago I probably could've told you a list as long as my arm. But these days concentrating a lot more of my Illustration and winding down the modelling. The list is now of people or companies I'd love to design or Illustrate for.

If you could take us to any festival, which would it be and why? Insomnia Gaming Festival? That counts right? Insomnia is a super fun gaming festival. They have so much going on and you can play so many games, from super retro ones to Indie Games and even the latest releases and try out some soon to be released ones too. They also have this amazing Pub Quiz on one of the nights, basically everyone gets a bit drunk and tries to win some money for charity, and then there's a party afterwards. It's a good time.

What's a guaranteed turn on for you? Not being a creep or a creepy douche helps.

Describe your perfect photoshoot: ON A MOUNTAIN.

Where has been your favourite place to travel? I absolutely love Southern California. It's the ideal climate and and it's just always sunny. I can't deal with the stupid English "Summers" where it just rains all the time. Las Vegas was awesome too. We drove there from LA and the road trip was amazing. I've also never felt heat like it. The scenery travelling through the desert was incredible too. I was in awe.

What do you like most about Elite? EVERYTHING.



Photographer: Tripodski



WHAT IS YOUR FAVOURITE FLAVOUR OF ICE CREAM? ANYTHING FROM BEN & JERRY OR PRALINES & CREME FROM HAAGEN DAZ



2017 HAS BEEN A PRETTY BIG YEAR FOR MANY PEOPLE.
HOW HAVE YOU FOUND IT SO FAR? IT'S GONE CRAZY STUPID
FAST. I CAN'T BELIEVE WE ARE OVER HALF WAY THROUGH
THE YEAR ALREADY. SO MUCH HAS HAPPENED IT'S ALL BEEN
A BIT OF A BLUR, AND THERE'S STILL SO MUCH TO COME TOO.

Photographer: Tripodski







FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS? THANK YOU SO MUCH FOR READING INTERVIEW. I HOPE YOU LOVE THE SHOOT AS MUCH AS I DO. STAY AWESOME AND HAIL THE BOOTY.



HELLO KITTY EBONY
BODYCON - £35.00



A woman with vibrant blue hair and extensive tattoos is holding up a catsuit. The catsuit is covered in a repeating pattern of Hello Kitty's face. She is looking down at the garment with a slight smile. The background is a plain, light color.

**HELLO KITTY
CATSUIT - £39.00**

PLANET VANDY

ALICEVANDY.COM

Photographer: Joseph O'Brien

KIMBERLEY ANN
IS BACK AND HOTTER
THAN EVER







Welcome Kimberley, how are you?
Heeeey! Not too bad, thank you :)

Seriously though, we're so thrilled to have you in Elite. Did you have fun shooting for us? I had such a rad time! I was suuuuper nervous with it being my first time back in front of the camera after 5 years, but you guys were awesome to work with.

What is like to grace our cover for the second time? I'm extremely flattered I've been asked a second time... especially after 5 years and two kids worth of ageing haha!

What was it like to shoot with Joseph? He was so easy to work with... and had the patience of a saint. I think I asked to look at the back of the camera after every shot (sorry Joe) to check I wasn't looking like too much of a potato, but Joe is a rad photographer and I was super happy with the images.

Someone once asked me to describe "beautiful" in one word and I said Kimberley. You're a definite icon of just general amazingness too. Do you see yourself as a beautiful person? That's once again because you're DRUNK... and I'm starting to think under the influence of potentially a stronger substance also! Haha but thank you! Physically I definitely don't class myself as 'beautiful' just kinda ok at doing my make up, but I'd like to think I'm a half decent human.

Inspiration is important to you, be it music, film or books. What is inspiring you at the moment? Music is definitely a huge motivator and yeah maybe a bit of inspo for me for sure! But I'm kinda driven by lifestyle, not in a pretentious douche bag way, in the way of wanting to be able to give my kiddos a super rad lifestyle, but also to be a role model for them. I've raised them both for the past two years as a single mom, and I want them to grow up with the mentality to want to work hard for what they want out of life, rather than expecting things to land on their laps. So yeah I'd say what I want out of life makes me feel inspired and motivated.

You always seem so effortless on camera, is it hard reinventing yourself for new features? Well... this is my first in a long time haha. But I'm hoping there will be more, I've got lots of fun ideas for shoots that I'd love to get creative with, both in front and behind the camera!



Photographer: Joseph O'Brien





So you seem to travel a lot... where has been your favourite place? Ooh tough question! I do travel quite a bit... but the majority of the time I'm away, I'm stuck at the side of some sort of track. I've just got back from Brno in the Czech Republic and that place was pretty awesome, but I'm off again tomorrow to the US for 3 weeks to see the boyfriend, so that will be super fuuuun!

What are your hobbies? Haha dude... I own two mini humans and I'm trying to maintain some sort of career... I have no liiiiife outside of life! Haha such a melodramatic... I'm pretty boring really, When I get 5 minutes free time I like to train. I would love to do my bike license eventually and get a nice little Harley.... so yup, there's my future hobby goals.

Every time of the year seems exciting for you. You're always up to something.

When is your chill time and what do you get up to? Haha I'm obviously doing a good job with my Instagram, it's not that exciting. I have a good few month at the end of the year when all the events have come to the end of the season where I don't have a lot on. Also my boyfriend lives in America so I sneak off maybe once a month or every other, for a few days of wind down time.

Photographer: Joseph O'Brien





ARE YOU A HOMEBIRD
OR SOMEONE THAT
PREFERS A NIGHT ON
THE TOWN? FUCK... THE
THOUGHT OF A NIGHT
OUT ON THE TOWN
SENDS SHIVERS DOWN
MY SPINE HAHA. GIMME
A BAR AND SOME GOOD
BUDDIES OR WINE AND
THE BOYFRIEND AND I'M
A HAPPY AS LARRY.

You are without a doubt one of the most beautiful people we have met! Have you always thought you wanted to model or did it just happen? You are too sweet! And also drunk, haha. Erm I used to want to when I was younger, and eventually I did a little... but as I've gotten older and more haggard with life I've weirdly had more opportunity, but less of a want to actually do it. Haha that sounds bad, because I do enjoy being a posey dick head from time to time, It's like another creative outlet for me.

Something you wear with aplomb is your tattoos. We bet you are starting to put together quite a collection. What is your favourite piece? My favourite is my neck and throat piece... it's still work in progress (like the rest of me)... but yes it's definitely my favourite for sure! I originally just wanted a Raven and lynx skull either side of my neck but my super awesomely, talented tattooist (Victoria Rose, Black Lodge) took that to the next level! She's a little god send and has bravely taken on the task of improving and finishing half the unfinished crap I've managed to accumulate since I was 17!



It was clear from your feature you have a great figure! Where does that come from? Do you have to work for it or is it just good jeans/genes? Now I know you're definitely drunk! Haha and definitely good JEANS... the ones that squish you in and hold certain areas up! Ah I do work my butt off, I try to eat well and train 5 days a week, but that's actually mainly to keep me mentally half sane. I have A LOT of body improvements I want to make... but I love food too much, and I'm also like a crack head when it comes to anything sugary and sweet.

You have some of the best boobs going! What is your personal fave body part? Haha whyyyy thanks. And mainly thanks to my wonderful surgeon who saved them just after I had my daughter! Oh that's hard... because I tend to pick myself apart about everything as us weeeeird female creatures do, but I'm kinda proud of my abs... well the bottom area is usually hidden with a layer of insulin (posh and less offensive word for FAT) but yeah... after spawning my little dudes I'm kinda happy they came back to me haha.

With that in mind, which person do you think has the best boobs at the moment? Now I kinda fell in love with miss Aemelia Fox at the shoot... and was super jelly over her figure, she's got the best boobies, a good size! I find mine can be quite offensive looking, like if we put a wig on each of them and somehow contoured a face around the nipples, I'm pretty sure some dude would try to score a twinny threesome with them in a bar. ALSO Sian Marie's... again is the whole figure package as well as the chesticles... but dude she's literally just pushed her bambino out and she looks INSANE!

What's next for you? Oh well... I'm still doing my photography and working on some cool stuff with Monster. I would like to do a few more shoots the other side of the lens and work with some rad photographers. I'm also looking to set up an interesting business... so watch this space... well you don't have too... but if you want too... I'll be here!

It's been a pleasure Kimberley. What are you up to after this interview is done? Well I'm sat on a plane doing this interview and dying to pee... so I'll probably venture off to go do that before we land... then home to unpack to repack with my kiddos for our 3 week vaacaaaay in the states!

Photographer: Joseph O'Brien





HAVE YOU GOT A
MESSAGE FOR YOUR
MASSES OF FANS AND
OUR LOVELY ELITE
READERS? HAHA DO
ABOUT 10 PEOPLE COUNT
AS A MASS!? THANK YOU
SO MUCH FOR TAKING
THE TIME TO READ MY
INTERVIEW... I HOPE
I STAY INTERESTING
ENOUGH TO KEEP YOU
AROUND A BIT LONGER!



**FINALLY, WILL YOU BE COMING
BACK TO US SHORTLY AS WE
CAN'T GET ENOUGH OF YOU!**
FOR SURE DUDE!! ALTHOUGH
I'M LIKE 2 YEARS OFF OWNING
A BUS PASS... BUT IF THAT'S
WHAT YOU GUYS DIG THEN I'LL
BACK WHEN YOU WANT ME <3





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TAMIKA RAWSON

Photographer: Tristan Manas





Hey Tamika! Welcome to Elite, for those who don't know you, tell us a bit about yourself: I'm an Aussie dancer and mermaid who loves to travel and play PlayStation! I travel as much as I can, I love to snorkel, make mermaid tails and do underwater shoots. I'm a big Metal Gear Solid PlayStation game fan and I was lucky enough to get myself in the game as the cardboard box girl in The Phantom Pain.

What was it like to work with the photographer on this shoot? Tristan is so easy and nice to work with! It went nice and quick, because we knew what we were doing and we had a good laugh. I got on with him well.

What was your favourite part of the shoot? Probably watching the sunrise when I was getting my makeup done and drinking coffee.

On a scale of one to ten, how good looking are you? You tell me? It would range from person to person. Some people prefer blondes, some people prefer redheads.





If you could model for any brand, product or company, which would it be and why?

Every girl dreams of being a Victoria Secret Model, but I enjoy my food too much to fit that criteria ha! Next would be to work for a travel company and get flown to beautiful places all over the world.

2017 has been a pretty big year for many people. How have you found it so far? I find every year is pretty big for me, I try to live life as much as I can. I have just got back from a trip to Europe for both work (modeling) and play.

What is your favourite flavour of ice cream? Crunchie Honey Comb Ice Cream is the Bomb!

What's your favourite song currently? Unforgettable - French Montana

If you could take us to any festival, which would it be and why? Probably Burning Man, I've heard crazy things about it.

If you could listen to one album for the rest of your life, what would it be? Beauty Behind the Madness - The Weeknd

What's a guaranteed turn on for you? Dark hair and a black tv shirt on a man.





Photographer: Tristan Manas

WHAT DO YOU LIKE MOST ABOUT
ELITE? I LOVE THE RANGE OF GIRLS!
THERE'S A GIRL FOR EVERY TYPE OF
TASTE, IT RANGES WITH HAIR COLOURS
AND TATTOOS. YOU DON'T STICK TO
ONE TYPE OF LOOK WHICH MAKES THE
MAGAZINE MORE INTERESTING.



WHAT'S YOUR
FAVOURITE PART
OF YOUR BODY
AND WHY? MY
BUM! BECAUSE
IT'S NATURAL
AND PERKY!







Photographer: Tristan Manas

Describe your perfect photoshoot: Underwater with sharks in either Tahiti or Bahamas.

Where has been your favourite place to travel? I have travelled a fair bit and I'd have to say a stand out was definitely the Philippines. The sky blue waterfalls, the warm clear waters and the bright green lagoons are unforgettable.

Finally, is there anything you would like to say to the Elite Readers? Hope you enjoyed the shoot and if you liked this feature let me know on Instagram or Facebook! X

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Photographer: ATOM

Hey Laika! Welcome back to Elite, for those who don't know you, tell us a bit about yourself: Hey everyone, I'm Laika! When I'm not hanging out at Elite I spend my time working in a tattoo studio or snuggling my cats. :)

What was it like to work with the photographer on this shoot? Amazing! I always have the best time shooting for Elite!







Photographer: ATOM

WHAT WAS YOUR FAVOURITE
DEFINITELY GETTING
THE BEAUTIFUL P



RITE PART OF THE SHOOT?
TO SHOOT ALONGSIDE
PHOEBE FINALLY!



WHAT'S A
GUARANTEED
TURN ON FOR
YOU? HAVING
MY NECK KISSED
IS AN INSTANT
TURN ON.



WHAT'S YOUR
FAVOURITE PART
OF YOUR BODY AND
WHY? HMM... MAYBE
MY EYES, THEY'VE GOT
SOME FUNKY BROWN
SPOTS IN THEM. :P

IF SHE'S A CREEPER
SHE'S A KEEPER!





Photographer: ATOM

On a scale of one to ten, how good looking are you?
Aha! I am a wee potato. I can't rate myself.

2017 has been a pretty big year for many people. How have you found it so far? Yeah it's been amazing, lots of big personal changes for me. I can't complain.

What is your favourite flavour of ice cream? It's gotta be mint choc chip..

What's your favourite song currently? The new Neck Deep song 'In Bloom' came out yesterday and I've had it on repeat since.

If you could take us to any festival, which would it be and why? Definitely T in the Park! You can't beat camping in a muddy field with drunk, happy Scottish people and great music!

If you could listen to one album for the rest of your life, what would it be? It would have to be either 'Great Divide' or 'Free' by Twin Atlantic.

Describe your perfect photoshoot: Lots of babes to shoot with and then pizza and alcohol for after!

What do you like most about Elite? I love how relaxed it is! The atmosphere is always great and I think that comes across in the photos!



FINALLY, IS THERE
ANYTHING YOU WOULD
LIKE TO SAY TO THE
ELITE READERS? AS
ALWAYS, THANKS FOR
HAVING ME.. HOPEFULLY
SEE YOU AGAIN SOON! X



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KUROHA

Photographer: Mike White



Hey Kuroha! Welcome to Elite, what was it like to work with the photographer on this shoot? Hey! It was a very pleasant experience, I was very comfortable and Mike treated me very well. Also, I'm very happy with the result of the shoot.


What was your favourite part of the shoot? I always enjoy all of my shoots and this was no different. My favourite part was taking the polaroids whilst shooting!

What's your favourite part of your body and why? I think all bodies are perfect as a whole and with all its components. I find it difficult to choose only one part, but I think I would say my eyes.









On a scale of one to ten, how good looking are you? Seven, I could change some things about me.

If you could model for any brand, product or company, which would it be and why? I'd love to model for Creep Street, because I love their clothes. Also for Malice Lingerie, Killstar and Black Moon Cosmetics - because their products are vegan and the products have a beautiful aesthetic. I love simplicity.

2017 has been a pretty big year for many people. How have you found it so far? 2017 for the moment has been a very good year. I had the opportunity to travel to Newcastle to work and I loved it, it is a beautiful city and the whole team of the shoot was amazing, plus they treated me so well. It made me very happy to go. I will tell you a secret... it was the first time that I was traveling by plane and leaving Spain. I cannot complain at all about all the doors that are opening this year. On the other hand I feel that I have grown a lot as a model and as a person.

What's your favourite song currently?

Music it's too special for me to choose just one song. Music gives me life and I listen to music the best part of each day. Now I'm listening to "Welcome to wherever you are" by Bon Jovi. And "Princess of the night" from Saxon to this day brings me very beautiful memories.





IF YOU COULD LISTEN TO ONE ALBUM FOR THE REST OF YOUR LIFE,
WHAT WOULD IT BE? ANY OF ASHES REMAIN, BRING ME THE HORIZON,
SLIPKNOT, JUDAS PRIEST, SAXON OR ACCEPT.

Photographer: Mike White

WHAT'S A GUARANTEED TURN ON
OF KNOWLEDGE AND A LITTLE H
ABOVE ALL... THEY HAVE A CLEAR



FOR YOU? SOMEONE WITH A LOT
OF HUMOUR IS A GOOD TURN FOR ME, AND
I HAVE NO IDEA OF WHO THEY WANT TO BE.



Describe your perfect photoshoot:

I think I have been lucky and in the three years that I have been modeling I have not found any nasty shoots and the truth is that I enjoy it a lot. I could not define a perfection to this. Well, when I'm in front of the camera, I do not think about anything else.







Photographer: Mike White

If you could take us to any festival, which would it be and why?

Rockfest is the only festival I've been to. I really recommend it, and next year, I will return. But I would also like to go to the Resurrection Fest and Download Festival. The reason is just because I like the genre of music.

Where has been your favourite place to travel?

I have traveled little but from the places I have visited, I would say Newcastle. I found it very quiet and cozy. But I would love to travel to Asia or the United States.

What do you like most about Elite?

What I like most about Elite is that it has its essence and that it is very close.



FINALLY, IS THERE
ANYTHING YOU WOULD
LIKE TO SAY TO THE ELITE
READERS? OF COURSE!
THANK YOU VERY MUCH
FOR READING, I HOPE YOU
LIKED THE INTERVIEW AND
YOU KNOW A LITTLE MORE
OF ME, SEE YOU SOON!



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PHOTOGRAPHER: JACK RUSSELL @JACKRUSSELL_PHOTO
MODEL: ROUGE SUICIDE @SHOWMEYOURTITCH



Ruma

Photographer: ATOM

Hey Runa! Welcome to Elite, for those who don't know you, tell us a bit about yourself:

Hello! My name is Runa and I'm a tattoo artist, I'm a sucker for video games and I tend to cry at animal compilation videos. Overall, I'm a lazy piece of shit who would kill for a pack of Cheese Strings.

What was it like to work with the photographer on this shoot?

It was absolutely brilliant, sometimes it was genuinely quite hard to hold a pose because we kept taking the piss out of ourselves every 5 seconds.

What was your favourite part of the shoot?

I forgot to bring my light blue hair bobbles and the black ones that we had wouldn't match my outfit, so I had to improvise and decided to cut off the stretchy top part of my pastel blue ankle socks and made DIY bobbles myself. I always say, if it's stupid and it works, then it's not stupid.

What's your favourite part of your body and why?

My favourite part is every part that's covered with tattoos. I only say that coz I have small tits.

On a scale of one to ten, how good looking are you?

Well, it depends. I'm a 2/10 on a Sunday morning, but a strong 8/10 on a Friday night (well, up until I'm shoving cheesy chips in my face)

If you could model for any brand, product or company, which would it be and why?

It would have to be Kokopie. Their stuff is so blooming adorable and have a lot of pastel coloured clothes to offer.

2017 has been a pretty big year for many people. How have you found it so far?

Well I'm still alive so I'd consider it being pretty good.







**WHAT'S A GUARANTEED TURN ON FOR YOU?
AS CLICHÉ AS IT SOUNDS, SMELLING GOOD AND HAVING
A NICE PERSONALITY ALWAYS WORKED FOR ME.**



What is your favourite flavour of ice cream?

Tears of my enemies, or bubblegum. Either of them is good.

What's your favourite song currently? Aliens by Fleece.

If you could take us to any festival, which would it be and why?

I've only gone to 2 so far, so I haven't got that much experience under my belt, but since I'm going to Reading fest this year, why not come hang out and crack open a cold one with the boys?

Describe your perfect photoshoot:

I'd love to do a shoot underwater, with very loose see through clothing, very melancholic looking. If you give me 30 minutes I'd probably come up with a different idea because I'm indecisive as hell, so let's just stick to this one for now.

What do you like most about Elite?

I love the atmosphere during the shoot, it's such a fun environment and I think that's what makes a lot of models open up and be more 'themselves' on the photos, their personality shines through them. Also, the photographer has a dog and I got to pet it before the shoot. Definitely made my week.





**IF YOU COULD LISTEN TO
ONE ALBUM FOR THE
REST OF YOUR LIFE,
WHAT WOULD IT BE?**
IT PROBABLY WOULD
HAVE TO BE I LOVE
YOU BY THE
NEIGHBOURHOOD.

Where has been your favourite place to travel? I haven't been to that many places, but my favourite one so far was the snowy mountains in the south of Poland. Absolutely breathtaking.

Finally, is there anything you would like to say to the Elite Readers? Go to Google Images and look up 'sploot'. You will not be disappointed. Also, if you're interested in having a little peak at my day-to-day life as I take naps, do tattoos and play video games, follow my Instagram @runa.sgh





GRACIEUX LOVE

Photographer: Tripodski





Hey Gracieuxlove! Welcome back to Elite, what was it like to work with the photographer on this shoot? I love working with Tripodski, it was so much fun and always puts me at ease :)

What was your favourite part of the shoot? AHHH such a hard one because I love shooting for Elite.

On a scale of one to ten, how good looking are you? Haha I always get really awkward when answering questions like this, but I would give myself a 7. What do you guys think?



If you could model for any brand, product or company, which would it be and why? I love lingerie so any lingerie brand that would want to create some awesome content I would be down with that :D

2017 has been a pretty big year for many people. How have you found it so far? 2017 has been crazy for me! I've decided to confront my anxiety and do more travelling which is going really well. It's also meant I'm actually taking control of my career a little more. So many more goals to achieve before the end of the year though!

What is your favourite flavour of ice cream? Mmm... Ice cream hehe I do love Ben and Jerry's Caramel sutra? I think it's called that? If I'm on holiday though I tend to go for mint choc chip.

What's your favourite song currently? Feels (feat. Pharrell Williams, Katy Perry and Big Sean) It reminds me of a guy I'm currently dating.


Photographer: Tripodski





**WHAT'S YOUR FAVOURITE PART OF YOUR
BODY AND WHY? IT'S GOT TO BE MY ASS!**





WHERE HAS BEEN
YOUR FAVOURITE
PLACE TO TRAVEL?

I RECENTLY WENT TO
CANADA WHICH WAS
INCREDIBLE. IT WAS
SOMETHING I HAD
BEEN DREAMING OF
DOING FOR YEARS.





Photographer: Tripodski

If you could take us to any festival, which would it be and why? I've always wanted to go to Bestival. I've heard so many good things about this festival, but unfortunately they moved the location this year. I'm sure its still going to be awesome.

If you could listen to one album for the rest of your life, what would it be? Lana Del Rey... doesn't matter which album I love them all.

What's a guaranteed turn on for you? Hmm hard one, but I would say good conversation. I love getting into in depth conversations, it's a massive turn on and makes me want to know more.

Describe your perfect photoshoot: I'm pretty easy going, but I love good preparation / organisation. If a stylist is available or make up artist then I'm super happy.

What do you like most about Elite? So many things I love about Elite, but I would have to say I love the community. I've never felt so welcomed as an individual and it's nice :) Thanks guys <3



Finally, is there anything you would like to say to the Elite Readers? Firstly thanks for having me back, but most of all thank you to those who continuously support me with my modelling. You guys have opened so many more doors for me and gave me confidence to do things I've only dreamed of, so thank you! Lots of love, Gracie x





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MOOMIN

Photographer: Gemma Edwards





Hey Moomin! Welcome to Elite, tell us a bit about yourself: Hey everyone, I'm Moomin and I'm from Northern Ireland. It may not look like it, but I'm actually 90 years old. If I'm not taking a nap I'm usually saying something inappropriate, swearing or complaining about how cold it is. I'm a big animal lover and I have 6 pets, including a Pygmy hedgehog called Boris. I love body mods and live with the eternal struggle of wanting all the tattoos, but never having enough money to get all the tattoos. First world problems, eh?

We'll start with the burning existential question... What bra size are you? 34B. Flying the flag for the itty bitty titty committee!



WHAT WAS IT LIKE TO WORK WITH THE PHOTOGRAPHER ON THIS SHOOT? GEMMA IS A LOT OF FUN AND I REALLY ENJOYED DOING THE SHOOT. I FELT SO COMFORTABLE GETTING NAKEY IN FRONT OF HER, CONSIDERING IT WAS ONE OF MY FIRST NUDE PHOTO SHOOTS.

What was your favourite part of the shoot?

Probably laughing at how much redder my butt was getting throughout the shoot after rolling about on floor for some of the shots.

What's your favourite item of clothing?

A good old pair of ripped skinny jeans. Perfect for adding a bit of grunge to any outfit. I have a pair that I've had for 14 years and I just can't bear to part with them despite the fact they don't even fit me any more!

Photographer: Gemma Edwards

What does it mean to you to join the Elite family?

It's an honour, obviously! To grace the same pages as all those stunning babes. I love the alt model community, I've met so many interesting people over the past few years and I hope to meet more!

How did you come to become a model?

I've always had an admiration for alt models and their beautiful inked bodies and mostly, their confidence. I never really had much body confidence and I thought doing a nude shoot would be the ultimate way to get over my own doubts and fears. I finally signed up to SG and did a few shoots and I never looked back. I feel so much more at ease in my own skin now.



WHAT'S YOUR FAVOURITE
PART OF YOUR BODY AND
WHY? PROBABLY MY BUTT?
I LIKE TO KEEP SOME JUNK
IN MY TRUNK. MAKES UP
FOR THE FACT THAT I DON'T
HAVE MUCH GOING ON IN
THE CHEST DEPARTMENT!



WHAT'S A
GUARANTEED TURN ON
FOR YOU? DEFINITELY
A GOOD SENSE OF
HUMOUR. IT'S A MUST!
PHYSICALLY, A BEARD
AND A NICE BUTT.







Photographer: Gemma Edwards

Elite have HYPOTHETICALLY agreed to buy you some new underwear, where would you send us to get it? I don't often buy myself very expensive underwear, so I'm afraid I'd have to take full advantage of your offer and send you to somewhere like Agent Provocateur. Well, you did offer...

Yes or no, have you ever seen the film "The Empire Strikes Back"? Yes.

If your love life was an animal, which would it be? I'd say a cat. Adventurous, spontaneous and not afraid to make demands. Then, take a nap afterwards!

What's the weirdest location/prop you've had on a shoot? I wouldn't say I've done anything overly weird, but I did an arty nude shoot before in this old derelict building in the middle of December and it was absolutely freezing! I would love to do a really gory, horror type shoot though. Lots of blood and guts!

How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck? I'd say it's a delicate balance between pole dancing classes and cake. I do find I'm having to work a bit harder these days to stay in shape, the old metabolism isn't what it used to be!

What do you like most about Elite? All the babes! I love looking at all their tattoos and reading about what they're into.

Finally, is there anything you would like to say to the Elite Readers? Love yourself, be confident, and if you're ever feeling down, remember, you're the sperm that won. Peace xxx

JESSIE LOU

Photographer: Laughing Orc





Hey Jessie! Welcome to Elite, tell us a bit about yourself: Hey! Thanks for having me! Well I'm 22, I've been modelling for just under a year now. I'm the kind of person who feels compelled to stroke any dog I see, and looks more at what's around me than where im walking. So I bump into things a lot!

What was it like to work with the photographer on this shoot? James is always great to work with, our shoots are always relaxed and fun. I call him my angle angel cause I dont think he's ever taken a picture of me that I dislike.

What was your favourite part of the shoot? Well as models know when working to implied levels we get the odd nip slip from time to time, we'd just be shooting a set and James would come out with "Jess your nips out" as blunt as that. Cracks me up every time.






What's your favourite part of your body and why?
I like my left arm cause it's where my two favourite tattoos are. It's a pretty arm.

On a scale of one to ten, how good looking are you?
One time a guy shouted at me in the street that I was at least a strong 6. So we will go with that.

If you could model for any brand, product or company, which would it be and why? It's got to be Lovechild Boudoir, their designs are so intricate and delicate. I would feel like a goddess in one of their pieces.

You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why? Gordon Ramsay cause he's absolutely brutal and anything that comes out his mouth is pure comedy gold. Tom Hardy because well, it's Tom Hardy and who wouldn't want to see him wrestling covered in jelly. Jonny Depp, but only as Jack Sparrow... pirates make everything more interesting. Last but not least, Kate Beckinsale, she's an all round bad ass and she gives me a lady boner, I strongly believe she would win.





Photographer: Laughing Orc

WHAT WOULD YOU LIKE ELITE READERS TO
TAKE AWAY FROM YOUR PICTURES IN OUR
ILLUSTRIOUS MAG? A NEW FOUND LOVE FOR
MY IMAGES AND DESIRE TO SEE MORE!

WHAT'S A GUARANTEED TURN ON FOR YOU? DEFINITELY A CRACKING SENSE OF HUMOUR AND AN ADVENTUROUS PERSONALITY. GOOD LOOKS ARE GREAT BUT IF YOU'RE A BORING SOD WHAT'S THERE TO GET EXCITED ABOUT? I LOVE TO SEE PASSION IN OTHER PEOPLE TOO, YOU KNOW, WHEN THEIR EYES LIGHT UP WHEN THEY'RE TALKING ABOUT SOMETHING THEY LIKE. THAT SHIT IS ADMIRABLE.







Photographer: Laughing Orc

**FINALLY, IS THERE ANYTHING YOU WOULD LIKE
TO SAY TO THE ELITE READERS? I HOPE YOU
ENJOY THE IMAGES! THANKS FOR STOPPING BY!
TH TH THA THA THA THAT'S ALL FOLKS!**



Describe your perfect photoshoot: My perfect photoshoot? An absolutely stunning boudoir set with beautiful attention to detail, a sexy ass set of hand made lingerie and puppies... give me all the puppies.

How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck? I'm one of those people who if you tell me I can't do something I'm going to want to do it. So diets don't really work for me. I try to keep a happy, healthy state of mind, it boosts confidence and the rest sort of just falls into place. I like to go walking though I suppose... somewhere pretty... with dogs.

What do you like most about Elite? I love the diversity of models featured in Elite, too many magazines have a perception of beauty which only appeals to one category of people. Elite gives us who fall outside that criteria the opportunity to feel sexy and confident exactly the way we are. Elite has a sense of community about it and it's an honour to be invited into that for my first ever feature! So thank you!

2000 TREES

6-8 JULY 2017





This year, on a sunny weekend in July, Cheltenham saw 2000 Trees come along to Upcote Farm for an 11th year. Although the festival has now been running for over a decade, it still has the energy of an event in its infancy; the bands are fresh and fun, the fancy dress element is taken seriously and the crowd are abundant and spritely. It truly is one exciting place to be, especially in the 25 degree heat.

Thursday sees a whole host of bands take to the stage, and the crowds around to see them are much larger in number than the many years previous. First band of the day that are worth your while are rising riff heroes Puppy. They pull a surprisingly lively crowd in the tiny Axiom tents one who sing all the words right back at the trio. There's pits, bromances and the start of an awesome party.

Just across from The Axiom is The Cave, where Muncie Girls are attracting attention. Leading light, Lande Hekt, looks cool and collected as she bobs along in her Wonka-esque sunnies to songs such as Gone With The Wind and Respect. There's plenty of happy faces watching the band, lead by a female, the first of many this weekend, and it's fantastic. Swiftly beginning post-Muncie back over on The Axiom is Tigercub, another trio of boys who bring their brooding indie-rock with a twist to the crowd who are working up a sweat now. One set from this lot isn't enough, so later in the evening they take to The Forest for a haunting and special acoustic set; hearing Serial Killer echo through the dimly lit trees is certainly a highlight of the weekend.

Although a strong start to the weekend, the festival doesn't really get started until Feed The Rhino tear apart The Cave. True to their style, there's not a dull moment as the band rip and rawr their way through a set fit for a headliner. Vocalist Lee Tobin is on top of the crowd, in the crowd, under the crowd and he orchestrates the chaos wonderfully.

Pulled Apart By Horses are, however, the show stealers of Thursday. And rightfully so! The headliners take to the stage at 9pm for an hour of ridiculousness. They mainly play songs from their latest album, The Haze, which may sound disappointing to some. But the truth is they translate live incredibly well. Everything from Hotel Motivation to Prince of Meats stand up to the rad classics such as I Punched A Lion In The Throat and V.E.N.O.M. It's closing number, High Five, Swan Dive, Nose Dive, that really/proves this to be a triumphant slot for PABH. The crowd in this tiny packed tent go absolutely wild before going off into the night to continue the party.

Friday greets 10,000 happy campers with scorching sunshine and an exciting day of music to drink and dance along to.

In the early hours of the afternoon, The Forest is packed from front to back with a one-in-one-out policy as the floor is littered with bodies to see Frank Carter play a short acoustic Battlesnakes set. He's an hour late of course, which means Tom Dunne gets an impatient crowd to play with. But he holds his own as Frank Carter's support act and no doubt his acoustic melodies have earned him some new fans. Frank Carter however, is something else to behold. A vision in baby pastels, he and



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guitarist Dean Richardson play a six song set including Acid Veins, Beautiful Death and I Hate You; all are spine-tingling and the duo leave to a standing-ovation.

Following that act with particularly aggressive ease are Employed To Serve. Another female fronted band full of promise and supported by a lot of hype, Justine and the gang sound gnarly. Despite this they struggle to get the crowd going, constantly battling with them to start pits and reciprocate the energy. Another band who struggle with a gormless crowd are Brutus. Captivating to watch and sonically unique, this trio helmed by drummer and vocalist Stephanie Mannaerts, are one of the highlights of the weekend and will be ones to watch for the coming year.

Over on Main Stage there's been slightly lighter events happening. Decade are armed with tracks from their recent release 'Pleasantries'. The sun is shining and their inoffensive rock with a slight pop punk edge is pleasant enough for half hour and doesn't outstay its welcome. They don't appear to be fazed by the enormity of the stage but could use the space more to their advantage to get the crowd going.

Skinny Lister take this same stage at the peak of heat of the day to bring a ridiculous party to Upcote Farm. In

their traditional folk-rock style they dance around with their accordion and double bass and get a crowd of hard-rock lovers do-si-do-ing to Cathy and stomping along to sea shanty, John Kanaka. It's perfect sunshine music and whilst the flaggan of booze vocalist Lorna Thomas is pouring into the crowds mouths may have helped, they end on a triumphant Hamburg Drunk.

Man of the hour, Jamie Lenman, is up next and boy is he the highlight of the weekend! 2000 Trees has a long old history with this man and as the crowd grows in size, and a flag with Jamie's face arrives, there is no holding back. He plays new singles Mississippi and Waterloo Teeth to rapturous applause and pulls favourite rangers from 2013 album, Muscle Memory, Fizzy Blood and The Six Fingered Hand. Because that wasn't enough to win the weekend he plays Reuben classic such as Parties Break Hearts and Cities On Fire, both of which cause the crowd to lose their minds. And then out comes the glorious yellow leather jacket, a Freddie Mercury replica, for a cover of Fat Bottomed Girls (And Boys) which is just the cherry on top of a perfect set.

How do you follow that? You stick Frank Carter and the Rattlesnakes on and get them to scream in the faces of the biggest crowd of the weekend. It's classic

Rattlesnakes as they demand ridiculous circle pits, let Frank spend more time/in the crowd than on stage, and dedicate a song specifically for female crowdsurfers. The set lacks it's normal furore though as it stops and starts over and over, sometimes for dramatic effect and sometimes for lost bumbags and drunk teenage fights. They do prove themselves a band of the people with such help, but it does leave their set fighting to be a success.

Pop over to the Neu stage post-Rattlesnakes and you'll find The St. Pierre Snake Invasion ripping this tiny comedy tent a new one. If you haven't heard of this band of Bristol mentalists, you want to check them out asap because as the band profess themselves right here, they're the set of the weekend and the most underrated band in the world. They're cockiness is hilarious band works in their favour because they sound huge. The crowd is rowdy and when the aforementioned Jamie Lenman joins them for a new song, they are unstopable. Do not sleep on this band!

Bringing Friday to a gentle close are Nothing But Thieves. The dynamic of the crowd changes to young teenagers and families but granted it is no less special than the rowdy and loud bands that have taken to this stage so far. The boys play what is probably one of the biggest gigs of their lives and perform a set list made up of many favourites from their debut album self-titled album. As always Conor Mason's vocals steal proceedings and create goosebumps and smiles all over

the place. Yet the band still lack a certain showmanship needed to hold a headline slot. As their night begins to come to an end, Conor sees a child on a man's shoulders and gets him up on stage. The little boy joins the band to sing Trip Switch and it's a touching moment which demonstrates what a special place 2000 Trees is to be.

For many the night continues into silent discos and minimal sleep and before we know it Saturday arrives. It's the final day of a fantastic weekend and of course, there is plenty to remain excited about today.

Irish sweethearts, The Winter Passing, kick off Saturday to a rather rubbish crowd. They say it's their first festival outside of Ireland and you can see the combination of nerves and excitement across all their faces. They play a great set and are definitely full of promise so here's to hoping we see more of them in the future!

Talking of bands that are full of promise, the next three bands scattered across Upcote Farm showcase what a bright future is in abundance. The Cave plays host to Bad Sign, a band with a lot of momentum right now. They're reminiscent of when the almighty Black Peaks first burst on to our radars last year; they're unique, powerful and simply destined for big things. Over on Main Stage are Milk Teeth, another band who know what it is to have momentum and hype. They play to a solid crowd who are struggling with heat exhaustion and final day hangovers, but it doesn't stop the fans down the front partying along. And then there's



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Svalbard, an incredibly underrated band who will shine bright with the right support. They play faultlessly and emotionally and Serena makes a touching point about how 2000 Trees supports females in the industry and how important that is. They have an unfortunate crowd but there is no doubt that they will receive the crowds they deserve in the future.

Female recognition is a common theme across 2000 Trees this year and there is no band that proves that more than Petrol Girls. A political outlet, the four piece pour passion into every note and chord of the set they play, the most important moment being when they play voice clips of women who had been sexually assaulted at 2000 Trees before screaming their way through Touch Me Again. It's a powerful moment, one that is hard to forget, and is just one of many reasons Petrol Girls are one of the most important bands we have right now.

As the festival begins to come to a close the final bands of the weekend create plenty of energy to feed off of. The Front Bottoms smash a slot on the Main Stage, with Brian Sella's baby daughter watching him wear a fish hat whilst he pleases a very excitable crowd. The Xcarts play a surprise set to a packed out tent, the perfect welcome back to a band that are heading for headline slots in the future. And then there's Lower Than Atlantis, who despite pulling a great crowd and having an arsenal of tunes behind them, leave a lot left to be desired.

On the contrast, Oathbreaker play an absolutely amazing set. They don't have the crowd they deserve, and they are half an hour late due to a difficult soundcheck, but right from the acapella opening to the assauling screams and incomprehensible riffs, they are truly something to behold.

The festival closes over on Main Stage with a meaty lot of punk greatness in the form of Slaves. For a long time now Slaves have worked their way up from DIY punk boys in a dingy studio in Tunbridge Wells, to certified greats in both the mainstream and alternative streams of the industry. Their staging is the biggest and best it's ever been with two huge screens behind the duo playing VCR footage, and their name adorned in huge fluorescent lighting; it looks like a place they belong. They play songs new and old such as Take Control, Sugar Coated Bitter Truth, Where's Your Car Debbie?, all before ending in The Hunter. The crowd down the front go wild for it and there's even a few bodies down the back jumping around with no cares. It's a triumphant set and a taste of the future for two lads from Kent. Not bad hey?

Once again the night continues into a silent disco and acoustic busks around campsites, but above all it continues into the friendliest and happiest place to be. That is why 2000 Trees continues to be one of the best festivals in the UK, because the music is great but the atmosphere and company is incredible.

Words by Alice Hoddinott | Photos by Joshua Clarke







KENDAL

27-



CALLING

30 JULY 2017



As a festival organiser, on a comparative miniature scale, this must have been a very difficult year for the team at Kendal Calling. Heightened security restrictions and bad weather would have and did disrupt other festivals across the country, however there seems to be a kindred spirit at Kendal, a determination to see through the thousands of hours of intensive planning and preparation that could all be ruined by a typical English downpour.

The weekend was thwart with festival negativity and bad news from other events happening across the country. The impending bad weather was presumably going to cause a logistical nightmare, all too familiar to the seasoned festival goer.

Well Kendal Calling can absolutely sit back and bask in its glory this weekend. Firstly it delivered every headliner, it coped with the impending bad weather and heightened security issues and probably set itself as the leading contender for one of the best festivals in the UK.

The headline attractions expectedly drew in the crowds, Stereophonics, Manic Street Preachers and Tinie Tempah pulled off blistering sets but for me it was the mid day performances from bands like Feeder, Circa Waves, Slaves, Editors and Nothing But Thieves that nailed the weekend. Saturday was a difficult day in terms of band clashes, there was just so much choice but everything seeming to come together around the 5pm tea time slot. Out of all the weekend that was the only blip in selection, it comes as good planning on KC's part.

Not surprisingly was the amount of new talent from the smaller stages, Kendal seems to excel at this and continuously delivers a ream of up and coming bands that generate future hype. The Woodlands stage this year and especially the Off Axis team won this by a mile with a constant flurry of quality new music delivered by some fantastic new bands, quite a few id never heard of until this weekend. Bands such as Jamie & Shoony, New York Tourists, Faux Par, Dancing on Tables and Ded Rabbit were outstanding and well deserved of a more sizeable venue for future festivals.

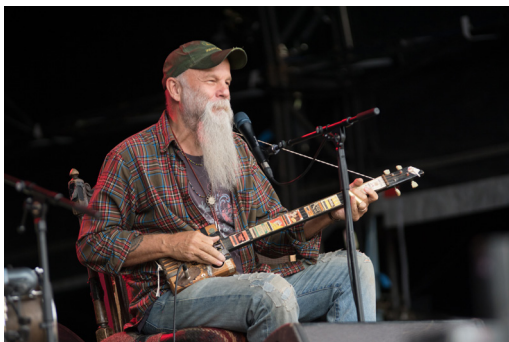
Other stages added an awesome selection of acts including The Hunna, Honey Blood, Cabbage, Moses and one of the best finds of the weekend, Our Fold, all the way from sunny Bolton. The selection of music available is fantastic, a walk through the woodland area picks out a variety of genres from Jazz to hard rock with the odd Jaws based film puppet show thrown in.

A down side to the late evening acts was the queue to get into the dance tent. With huge name acts like Example and Faithless (DJ sets) the wait to get in was hours not minutes but you can wander off elsewhere and soon find yourself enthralled in a plethora of additional entertainment.

I cannot emphasise how fantastic the woodland walk through area is, lit up from sundown the area is thriving with art installations, mini bars, music stages and literally has something for every age group. The great thing about Kendal Calling is its capacity to cater for everyone, you don't even have to like music to attend. It's fantastic to see whole family's walking round, kids enjoying their weekend as much as the haggard, bleary eyed adults that chases after them.

It's quite sad to leave Kendal Calling, it's sprawling hills and compassionate landscapes encapsulate everything a traditional field festival should be but will be looking forward to a fourth year in 2018.

Words & Photos by Ant Longstaff





KENDAL CALLING

27-30 JULY 2017



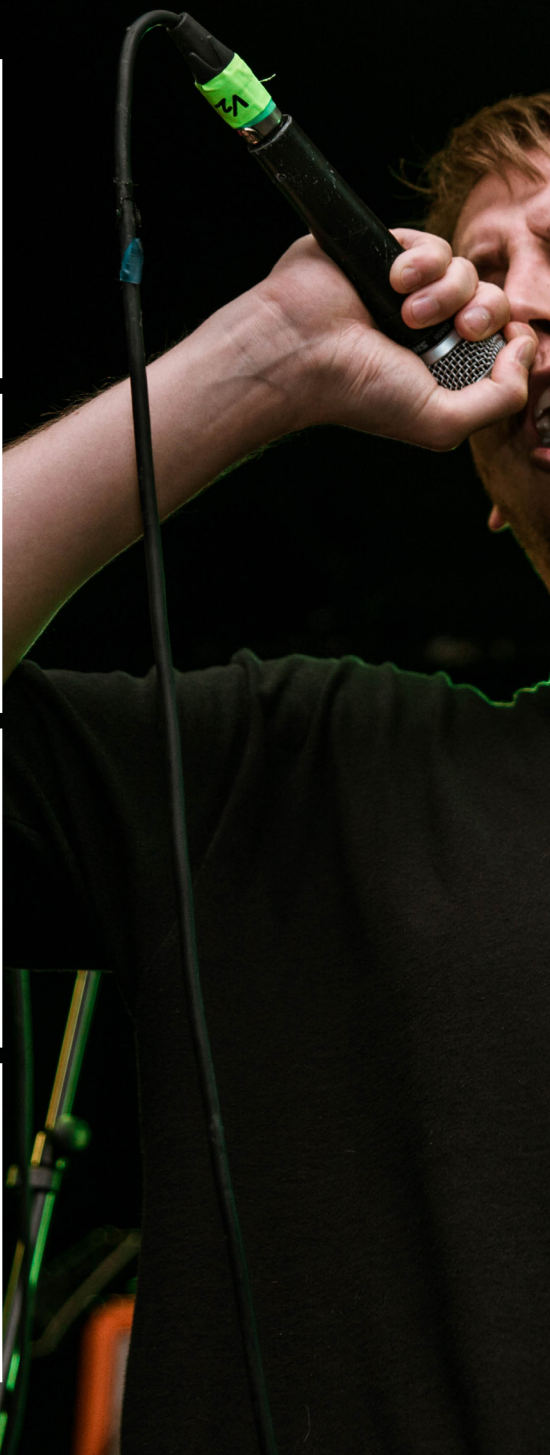
OBEY THE BRAVE

SUPPORT: POLAR, COUNTING DAYS
BOSTON MUSIC ROOM, LONDON
16TH JULY 2017





Canadian hardcore mob Obey The Brave have been on a month long stint across Europe hitting up festivals and club shows and now it's the UK's turn for a pummelling. Rolling into London tonight the first of two dates on our shores along with their brothers and some of our favourite sons in Polar and Counting Days.





OBEY THE BRAVE

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Counting Days come onto the stage to show their hometown what they've been missing for the past few months. Having been locked away writing and only releasing one new song recently in 'Born Enslaved' the ring rust is clear to see. The band has a new drummer and unfortunately does mess up once or twice very obviously, which dulls the mood somewhat. However when they are firing on all cylinders they prove to be one of our most underrated bands.

Polar enter the fray and look ready to decimate the place. 'Blood for Blood' raises the energy levels and crowd participation in the room as they plough through their set in ferocious fashion. 'Glass Cutter' and 'Mountain Throne' still sound huge a few years on from their release and the likes of 'Tidal Waves & Hurricanes' combine everything that Polar do so well to create a thunderous finale from a tightly performed and raw set.

Bounding into life is tonight's headliners Obey The Brave, armed with a brand new record, Mad Season, the four piece churn out slabs of bouncy and beefed up hardcore to a half filled Boston Music Room. Being a man down this tour doesn't let up on the band's stage presence as they do their best to get everyone moving and singing back to the brand new melodies they've incorporated so well on Mad Season. Hip hop beats fill the void in between songs and keeps the set ebbing and flowing seamlessly. However the lack of bodies in the room becomes apparent on the faces on stage but they power on and deliver a raucous riot of a set. Those who attended left happy after getting treated to 3 great bands on a Sunday evening.

Words & Photos by Joshua Clarke.



SO JAMIE LENMAN, WELCOME TO ELITE!

Is that like the boobie magazine? Why not hey? Everybody loves boobies, who doesn't love boobies!?

VERY TRUE, BUT, 2000 TREES, BACK AGAIN, HOW ARE YOU FEELING ABOUT THIS YEAR?

Very excite, very excited. This is my first time on the Main Stage, which is a big vote of confidence and you know what, if I was playing underneath this picnic table I'd still be happy to be here, cause the organisers are so friendly to me and I'm hoping I'll get the chance to see them although they've got a lot more on their plate than saying hello to little old me but I hope at some point we'll get to have a little cuddle because they've become my friends over the years and lots of my other buddies are here, all the bands that I know and a lot of journalists that I've come to know over the years too. This is nice. This is only a job if you're working with your friends, instead of seeing them in journalists, so you're hanging out with your buddies and it's great, and maybe I'll see you guys again next year and be like 'hey yoooo!' I'm having a great time.

SO WHAT'S YOUR HISTORY WITH 2000 TREES?

Well my history starts when I didn't play it back in my old band, Reuben. They booked us to play, I think it was the second year, and we split up before we could get to it, and you'd think that would be the basis for like

enmity and revenge and bad feelings, but its testament to the people that run it and the organisers that how they treat people and musicians, they understood you know and they were like fair enough, we'll carry on and we didn't think it was going to sink the festival but it could have hurt them, we were one of the higher up acts and I think people had bought tickets just to see us play, and obviously I was disappointed to let them down, the audience and the festival, but it couldn't be helped. And I'm so I please that they've gone from strength to strength, I would anyway, even if we'd played it, that's my history really. And then, I didn't make any music for a long time and then when I came back with my own album they asked me to come and play which I was overjoyed to do. And since then, I think they've asked me every year, and I try and come when I can, they did ask me one year and I was like 'nope, nope, I'm not doing any music, I'm busy doing other stuff', and they were like okay well maybe next year. I don't like to repeat myself really. I think they asked me one year and I'd only just played it the year previous and I didn't have any new material or a new band, so I didn't want to come back and do just the same thing, and I think that was why, and again they respected that artistic decision and they always do and I love them for that.

WHEN YOU'RE HERE THERE'S ALWAYS A LOT OF WHISPERS THAT YOU'RE HERE, A LOT MORE EXCITEMENT, ESPECIALLY LAST YEAR BEFORE YOU PLAYED IN THE FOREST.

Oh really? Those whispers must have been too quiet for me to hear... But that's really lovely to know that there is that love and support, it's muchly appreciated.

IF YOU COULD TOUR WITH ANY BAND ON THIS YEAR'S LINE UP WHO WOULD IT BE?

I would love to go on tour with Frank Carter and the Rattlesnakes. I really love, Blossom in particular was a big record for me, brutal, and I like what they've done with Modern Ruin, and they've evolved the sound. I just think Frank has got great integrity and I love his approach to music and beyond that I just think the songs are great. I can't wait for his set today. I'm very excited to share a stage with him. I met him just now actually, had a nice chat, he said we'd met before but I couldn't remember it but then there's a lot of past, I'm 34. But yes, I think we do some very aggressive stuff, and also some less aggressive stuff and he's sort of the same. I think we would be a very good match on a tour. I mean I'd go and see that, wouldn't you? It'd be great!

IT'S BEEN A GOOD FOUR YEARS SINCE MUSCLE MEMORY WAS RELEASED NOW. WITH YOUR NEW MATERIAL IS IT GOING TO DIFFER MUCH FROM MM, IS IT EVOLVING, WHAT'S HAPPENING IN CAMP LENMAN?

Fuck, has it been that long!? I think superficially, it will sound very different, yes, because it's neither incredibly heavy thrash, or pre-twenties folk jazz, so superficially it will sound different. Like if you're not really listening and you hear it out of someone's bedroom window, you'd think it was a different person. But the way I write songs hasn't changed, in terms of what I really do when I write them, and the things I'm trying to communicate, musically and emotionally... sorry, this is starting to get a bit pretentious. I think they don't really sound that different. Again, superficially, you'd say Muscle Memory sounds worlds apart from the last Reuben record, but I think you can still tell it's the same guy writing it, it's the same voice and it's an evolution, and this is no different, it's an evolution and I'm trying different things musically with instruments and with structure, but I think they make sense together.

HAVE YOUR INFLUENCES ALWAYS REMAINED THE SAME FOR YOUR MUSIC?

Not really, it's always growing and changing. And I hear new music all the time and working with different producers as well, they always bring something different to the table. Bringing different musicians into

your band as well, all these kind of factors influence the kind of music I make which is good, because if you just stay in a little bubble, you'd just pop out the same thing again and again. And there's probably certain people who just wish I had, like they still wish I was writing Racecar Is Racecar Backwards again, but sorry folks! People grow and people change. So yeah. New bands all the time, going on tour with people like Frauds and God Damn and ACBP, and all those fantastic people that I'm proud to call my friends, are all an influence on the music I make and I'm writing. And if I find out, for instance, God Damn said a lovely thing on stage about 'we're very happy to be here playing with Jamie Lenman because he's influenced our music' which is fantastic, but then you realise hey, you've influenced my music. I didn't know that they had listened to my music and that I was an influence, and so I'd been listening to them without knowing that, but they'd been vibing off my stuff, and it all sort of goes in a cool circle, and I know they were very chuffed to hear about that, so it all goes round in a lovely cauldron of music.

TALKING OF UPCOMING BANDS, BIG SCARY MONSTERS, THE LABEL YOU ARE SIGNED TO LIKE TO CHAMPION NEW BANDS, AND HERE AT ELITE WE LIKE TO DO THAT TOO. SO IF YOU COULD RECOMMEND ANY NEW ARTIST THAT PEOPLE SHOULD LISTEN TO IMMEDIATELY WHO WOULD IT BE?

Off my label? I am not so well versed with the artists on my label... How embarrassing, I should know these things! When we were looking at signing to to them I remember looking at them and thinking they know what they're doing, there's some names here that are pretty sweet. Obvious I dig Minus The Bear but they've been around for ages man, Fall Of Troy too but they're an old band!

WELL HOW ABOUT IN GENERAL THEN?

I dig Gnarwolves, they're pretty cool, and on the label! There's a little band called Lower Lower which is a terrible name, but they're a great band, everyone should check them out. And The St. Pierre Snake Invasion, they're playing today and they're really great. What about Alpha Male Tea Party, are they newish? See, this is why labels should send you a care package, cause I don't know what's going on. I'm like the old guy, who lives in the old house, they should just send me a little care package of what's hot. Ask me next year, I'll have a better idea.

Interview by Alice Hoddinott



SO, 2000 TREES, HOW WAS IT THIS YEAR?

Yeah, it was really fun! Last year was our first time here so back for a second time.

HOW DID THIS YEARS SET COMPARE THEN?

It was great, there was a lot more people there I think, a lot bigger and it was just pretty great!

FIRST PITS OF TREES THIS YEAR AS WELL!

Yeah exactly, I was happy cause there was a bit where in our last song where will was meant to have a kind of moment where he was going to try and encourage a pit to try to happen but it didn't need encouraging! Happened anyway and I just thought 'yes, wicked, this is so cool.' It was really cool.

SO ARE YOU STICKING AROUND FOR THE WHOLE WEEKEND?

I'm going home tomorrow because I'm going on holiday on Sunday, South of France, very nice very nice.

BUT HAVE YOU SEEN THE REST OF THE LINE UP? WHO WOULD YOU BE SEEING?

Yeah, it's annoying because I'd love to stay and see

more of the bands. Hundred Reasons are playing and I really want to see that so it's annoying I can't see them. Ive also never seen Frank Carter before so I'm feeling pretty gutted I'm going now.

IF YOU COULD TOUR WITH ANY BAND YOU'VE SEEN ON THE LINE UP, WHO WOULD IT BE?

On this line up, Hundred Reasons would be pretty cool. We're all fans of them but will, our bass player, is like the biggest Hundred Reasons fanboy ever, so just purely for the sheer look of joy on his face every night when they play, I'd have to say Hundred Reasons.

AND YOU'VE JUST DONE THE TOUR WITH CREEPER AT THE START OF THE YEAR, HOW DID THAT ALL COME ABOUT?

They just kind of got in touch with us. We actually met here last year and they were playing the big big boy stage, but we hung out for a bit, got on and just liked each others music. And they were putting together this kind of package tour, it was four bands, and they asked us if we wanted to be involved and we were really excited to get in on it. It was a great tour, really fun and everyone was really nice on it, a good laugh.

SO WITH CREEPER YOU'VE GOT THE

CREEPER CULT FAN PAGE, AND I DON'T KNOW IF YOU'RE AWARE BUT THERE IS ALSO A PUPPY FAN PAGE CALLED PUPPY VYBES. SO WE ASKED THEM IF THERE'S ANYTHING THEY WANTED TO KNOW SO HERE'S A FEW QUESTIONS FROM THEM!

Oh cool, yeah, I'm aware of those guys, how awesome!

WHO OR WHAT ARE YOUR BIGGEST INFLUENCES?

Weezer are a very big influence for us. The first album in particular, they're really huge. A lot of kind of, I'm talking more about myself really than the other guys, but a lot of rock and metal that I grew up listening to. I was a big fan of bands like Metallica and Pantera and big riffy stuff like that and classic rock in general I suppose like Led Zeppelin and Aerosmith, that kind of thing. And then as I got a bit older I got into 90s alternative stuff as well so a lot of bands like Teenage Fanclub, and the big kind of poppy bands too. And I've always been into stuff like The Beatles and the Rolling Stones and kind of power pop bands like The Raspberries and stuff like that. A big mix of all sorts of stuff really.

I think if you were kind of to split it up into two distinct categories, you'd have people like Roy Orbison who we love, people like that who are really classic song writers. But then we also love really really heavy bands as well, and again that's more kind of Pantera and Metallica. I guess what we're sort of trying to do is kind of fuse the two. The riffs and the melodies, they're the two things we're sort of trying to smash together. And Dinosaur Jr are also a big influence, they're probably my favourite band, and I think they do that really well; they mix a lot of stuff and make it their own, which I guess is what we're trying to do too.

WHAT HAS BEEN YOUR MOST HEARTWARMING MOMENT YOU'VE HAD SINCE STARTING PUPPY?

We did a show, a long time ago now, and it was the first time we heard people singing back our lyrics, the first time I really noticed it, we played a show in Brighton at Sticky Mike's over a year ago now, and we've got a song called Forever and there's a breakdown in the middle, where it's just me singing and playing guitar, and I heard people singing it along with us and it was mad because I'd never experienced that and I'd always hoped to experience that so that was pretty special.

WE SAW SOME GUYS DOWN THE FRONT HUGGING AND SINGING ALONG TODAY IN A BROMANCE DURING YOUR SET!

Yeah, it's amazing man! Still so surreal, we're still getting used to it. It feels amazing to have that kind of hype around us and be able to do cool festivals like this and bring an album out you know, it's amazing that people are that invested. So yeah, let's just hope we don't fuck up with the album now!

WHAT A WONDERFUL SEGWAY TO OUR NEXT QUESTION... WHEN IS AN ALBUM DUE? AND WHAT CAN YOU ACTUALLY TELL US ABOUT IT?

So, we've started recording it already, sounds pretty good, pretty cool. We're looking first quarter of next year for release, hopefully. Some time between January and March, with new music hopefully coming in the last half of this year, so shouldn't be too long.

We're also re-issuing Volume II, which was the EP that really got our name out there, that's coming out in August, which is finally getting vinyl release, which is cool to have in another form because when we were doing it ourselves it was all just digitally, so to have that is great. It's been remixed, remastered and there's a bonus track called *Beast* which came out earlier this year, so that's gonna be on there as well, so it'll be a nice way of wrapping up the first chapter. We were talking earlier about this time last year, when we were talking about this imminent EP coming out, so it's a nice way to come full circle.

SO THE FINAL, AND BIGGEST QUESTION OF THE INTERVIEW, WHAT DO YOU THINK THE NEXT BIG MEME WILL BE?

I actually had a really great conversation with Billy's girlfriend a while ago where she said that she wanted to make a picture of a scarecrow in a spooky looking field, but the scarecrow is wearing the V For Vendetta mask. That as a blank slate for the meme world would be pretty good. I'm not sure if she's done it yet but I'm trying to back her on that, could take it for our own and make it the album cover, hopefully she's not reading this!

THE PUPPY FANS MIGHT JUST TAKE IT FOR THEMSELVES TOO AND RUN WITH IT...

Oh boy, sorry Jess! Give her mention, keep her tagged!

Interview by Alice Hoddinott



On a dreary Sunday afternoon in Tufnell Park in our countries capital we head to the Boston Music Room to have a chat with one of our favourite Canadian exports, Obey The Brave. Drummer Stevie Morotti comes over and makes himself known with handshakes and smiles around before leading us downstairs towards the dressing room to grab guitarist Terrence (Terry) McAuley, whom is currently putting on socks whilst brushing his teeth...

WITH THE STRUGGLE IN RECORDING 'MAD SEASON' AND THE LACK OF CONTACT FROM YOUR ORIGINAL PRODUCER DID IT GIVE YOU ANY CHANCE TO GO BACK AND CHANGE ANYTHING FOR THE BETTER?

Stevie - Yeah it did for sure, I mean it sucked that it set us back about a year but it did give us the opportunity to kinda revisit some of the little tweaks and necessary things that we maybe wouldn't have been a little bummed out on if it made the record. So I guess a blessing in disguise in that sense, cause we were able to fix up the little problems that we didn't really like.

Terry - I had to go back and re-learn how to play all the songs cause I hadn't played them in a year (laughs) so then I was like okay there's certain leads I had recorded that our producer, who shall remain nameless, had tweaked when I heard it and I was like fuck that I don't like that so I just changed it to what I would play (laughs). So it was a lot more focused cause I had time to sit with it so I think it came out a little more polished.

HOW DID EPITAPH HANDLE THE SITUATION?

Terry - Well...Epitaph, it was an accounting error on their part which gave, a computer error or something which gave the producer payment in full upfront, which is why he disappeared cause he already got paid he took off, so he was like fuck this. So they tried everything, we had Brett we fucking talked to Brett from Epitaph and he was like okay that's fucked lets figure this out, the reality was they couldn't give us anymore money cause they already gave us the money. At this point we were already six months late for a record, but obviously different circumstances, so they were like okay we'll extend the record and put as much effort into it as we were originally going to, but you just have to deliver us a record for like a fifth of the original, no like five percent of the original budget, which is why we went and did it in Ottawa with our buddy.

YOU CONTINUED THE THEME OF HAVING A FRENCH LANGUAGE SONG AMONGST YOUR ALBUM TRACKS AS WELL, SO I WANNA KNOW WHAT SPARKED THIS AND HOW IMPORTANT IS IT FOR YOU? ALEX HAS DONE IT IN DESPISED ICON AS WELL, WHY HAVE YOU GUYS CARRIED IT ON?

Stevie - Alex is from Montreal and his first language is French, that's what he speaks when he's at home. It's always been important and always will be to have at least one French song on the record. I think even for Alex personally he thinks in French and automatically speaks French so I

feel like its probably easier for him to write and have his natural flow when he's using French as opposed to English.

Terry - Yeah I feel like if you tried to write a song in French you'd probably have a really hard fucking time doing it (laughs). So I feel like his lyrics are a little more poetic and if you understand French they're a little bit more... I dunno a little more poetic they hit a little bit better he has more of a vocabulary to choose from. I think what sparked it is the fact that yeah he speaks French, he's the only one who speaks French in the band. We're from Canada, we're from a place called Ottawa which is on the border of Quebec so we take French at school, but we're not French speaking we all speak English at home we're all English speaking. If it was us would we have a French song on the record? No because it would be us trying to write in French but because he (Alex) can write in French fuck yeah of course, I think we'll do it on every record, it's a little different you know?

HOW DID THE TRACK 'RIP' COME ABOUT? I GOT WARNED ABOUT IT BY A FRIEND WHO SAID YOU HAVE TO CHECK OUT THIS SONG IT COMES FROM OUT OF NOWHERE.

Stevie - If you've ever seen Obey The Brave live its pretty obvious that we have a lot of hip hop going on, hip hop influences and vibes in between all songs we just have hip hop beats to keep it going. We had a hip hop beat on the first record too on Young Blood. So it was always an idea we've been toying around with like to kinda mix the two, hip hop and the heavier side and see if we could mesh it into an actual track. Then we had our homies in LLA (Loud Lary Ajust) from Montreal who are a rap group, so we brought it to them the idea and just do a collab song and mixing the two different styles and trying to come up with something and see what happens, and it turned into a song and actually made the record.

Terry - Yeah I went to Montreal one day to meet Alex and the producer from LLA and I brought my guitar and we were supposed to write and we just sat in a room and discussed what our idea was. Talked about keys and talked about tempos and this and what we usually do and had an idea of like okay this is what we wanna do. Dave would play a note on my guitar and go like cool and then the producer would send us a snippet of a beat and we'd be like that's cool! And we kinda wrote to that and discussed it and that was the only meeting we had about it and everything else was just done digitally over the computer and they'd gave us a beat, and we wrote the song and then sent it back to them and have those guys rap on it.

YOU'VE BEEN DOING THIS TOUR AS A FOUR PIECE AS JOHN IS CURRENTLY AT HOME, CAN YOU TELL US ANYTHING ABOUT THAT? HAVE THE SHOWS BEEN ANY DIFFERENT PERFORMING AS JUST THE FOUR OF YOU?

Stevie - I'm sure for you guys you have a lot more room up there.

Terry - John's doing dad duty he just had a kid, so for sure he's gotta be at home with his newborn, well a one year old which must be a handful, so he's gotta do that and thats the way it is.

Stevie - But we play to a click and everything now so its easy to do as a four piece, obviously we miss him and would rather have him here but thats the way she goes! But we're doing it and its been pretty easy peasy for me.

Terry - Yeah I mean it'd be better to have him here, it's a pain the ass having to set up a fake ass guitar which sucks. We recorded at home and just played with my head everything and recorded it, recorded the whole set and just press play. He's (John) really tight on this tour! Doesn't matter how drunk he gets, he's always on point (laughs). I was pretty drunk when I recorded it originally so there are some fucked up parts of it which make it a bit more live? It's purposefully not like the record I actually played it so it does sound slightly live, I had Stevie come over and play drums like (mimes playing drums on legs) play on his shins to the click so that I could get the groove so that we could actually record it so that it wasn't just like fake, laser tight guitar.

FINAL QUESTION, WHAT ARE OBEY THE BRAVE'S PLANS FOR THE REST OF 2017?

Stevie - We don't really know yet! I would like to be on tour forever (laughs), there's still offers coming in and we're trying to figure out like whats realistic but I think we definitely wanna also hit the studio at some point and start writing again.

Terry - We're gunna go back to the studio again at the end of October and to bang out some new singles and see what direction we're going in, again with Dean, same guy who did the last record. Thats right after he's done the new Parkway, he did the last Parkway Drive so he's doing the new one, so as soon as he's done that he's doing our project which is gunna be cool. So thats the end of October we'll probably do some Canadian dates, just the way this years worked out cause of our record taking so long to come out and not dropping till June all the tours for the fall are already booked before our record dropped, so their like show us a record and we'll get you a tour. So now we're focusing on next year, we already have some stuff going from January/ February we've been talking about some tours then that'll bring us back to the UK, can't tell with who or anything right now but that would bring us back to Europe, again maybe April and then next years gunna be crazy massive touring for sure. But this years like we'll do as much touring as we can, but the way tours get booked 6, 7, 8 months in advance and the way our record dropped we gotta wait.

Interview & Photo by Joshua Clarke

FEMININE ENERGY

The music industry is notoriously difficult. For men and women alike, whether you're a musician, a writer, a producer, or a photographer, it is a tough battle to succeed in an industry so competitive and flourishing. We also live in a world where women are still not a mans equal. It is well publicised in many industries, particularly that of entertainment, that there is a gender pay gap which should not be there. There is discrimination in the work place where women do not receive roles they are more than qualified to do, simply because what's between their legs is different to what's between a mans. There is also harassment and vulnerability issues where women are objectified and made to feel scared in places they should feel safe, simply because they have breasts.

Of course, women are far more equal now than they have ever been. We have the same rights and freedom of speech, the same opportunities and aspirations and over the past 20 years, new generations are being taught that gender is just a term and that no matter who you are and what you are, we are all equal as human beings.

That being said, the music industry still struggles with gender equality. It's not that women are hidden away, nor that they do not exist, they just create and give to the scenes in smaller numbers which in turn makes them less known to the world. This is why Elite bring you FEMININE ENERGY, a celebration and education of women in the music industry. We will be talking to people from all walks of music, from fans to musicians to the behind the scenes heroes and this month we start very close to home...

Elite is a magazine all about women; the models and the gamer girls adorn the pages front to back and they do a hell a good job of it! But what you may not know is that some of the people behind the scenes are also women too. Alice Hoddinott is one of our music writers, and she is also the force behind Feminine Energy. Here she is to give you a

little idea of what this is all about:

"For the past decade of my life I have been involved in the alternative music scene and throughout all those years I have experienced many forms of inequality because I am a female. First and foremost, I am a fan. Music is my escape and my love and I am a complete and utter fangirl for the majority of bands I fill my life with. But loving the alternative scene so much has left me being judged and discriminated against because I am female. "Oh, you like death metal? Girls don't really like death metal." "You're so weird, why do you listen to that?" "Why are you in the pit? That's just for boys." I've also never crowdsurfed, something I would love to do, because I simply do not feel safe doing so because I am a woman with boobs and a butt. I have been come on to in mosh pits because of the way my body moves when I am enjoying myself and I have been groped and hassled instead of enjoying watching the bands I love.

My experiences aren't all negative though. I have been supported by men in the scene at gigs and I have shared some of my favourite memories of music with males. Since 2014 I have been writing about the music I love too, and I have never encountered a soul that has excluded me because I am a women. Maybe it's because I'm not in the mainstream media trying to get a pay cheque, but in my experiences, I have been nothing but supported and in turn I have grown in confidence and am now empowered about my place in the scene. There are so many females I look up to in the industry, some you will have heard of and some you will have not. But hopefully by bringing you Feminine Energy, you will get to learn about struggles, successes and what the future holds for women in music, and you too will be able to celebrate these beautiful humans the same way I do."

Written by Alice Hoddinott



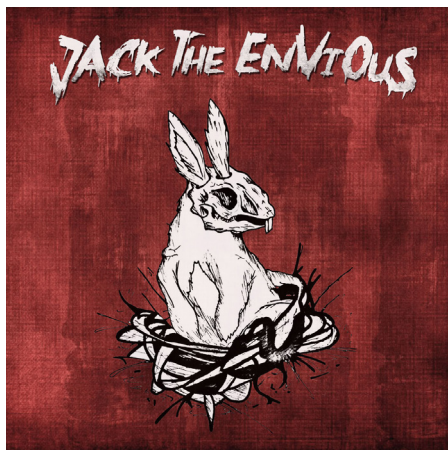
Fights and Fires - Live Life Like A Tourist
 Lockjaw Records | Release Date: 17th July 2017

Worcester based punk n'roll outfit Fights and Fires are back with their third full-length record *Live Life Like A Tourist*. Having achieved success and happiness in their personal lives, the band have come back with a renewed love of music and playing together. The positivity in the bands' lives played a big part of the writing process for *Live Life Like A Tourist* and has changed their perception of what Fights and Fires means to them.

Feedback and a cutting bass line open up 'Blanquettes Avenue' as it brings the raucous punk spirit with a rock n'roll flavour right from the word go. A dash of melody adds a new taste on 'Church Bells' even with the gruffness of vocalist Philip Cox keeping that sandpaper rough edge which is undeniably catchy. 'Awkward' sounds like early Gallows or Lower Than Atlantis, however the next few tracks have their moments but pass by pretty anonymously.

'Take A Swing At The World' bleeds with southern groove and is spearheaded by a positive mental attitude getting things back on track. The albums final track 'Ouija Board' takes a more delicate and personal direction with Just Cox, a guitar and outpouring of emotion in his vocal performance. *Live Life Like A Tourist* is rough in places but always sticks to the positive outlook front and centre to produce a 25 minute feel-good soundtrack.

Words by **Joshua Clarke**



Jack The Envious - In Your Own Way EP
 Release Date: 14th July 2017

Originally hailing from Israel, Jack the Envious have gained some YouTube notoriety through their pop punk/'easycore" takes on both classic and modern pop songs. After releasing their debut EP *Pull You Down* last year, the band relocated to London earlier this year to record and release their second EP *In Your Own Way*.

Despite initially being cosidered as a post-hardcore band, the *In Your Own Way* EP conjures up memories of early Paramore, Fall Out Boy and My Chemical Romance with hints of more metal-tinged bands like Avenged Sevenfold and A Day To Remember. Although tracks like *Shut Me Off* and *Guilty* do have breakdowns, it all feels pretty "soft" due to frontman Nir's child-like vocals that many older metal or hardcore fans may not appreciate.

In Your Own Way isn't without its enjoyable moments however with *Begging For More* been the most anthemic track, with a memorable riff and those cliché yet effective "woah" sing-a-longs. Mrs. Grim is the most interesting, switching between Panic! At The Disco-style verses and its faster, punkier chorus. There's definitely a nostalgic element to *In Your Own Way* yet that also causes it to feel a little dated at times. For today's teens looking for an edgier alternative to chart topping rock, Jack The Envious could act as the perfect "gateway" band.

Words by **Jonathan Miller**



ELITE: UPRISING

BRUTUS

How many humans do you know who can drum a combination of thrash metal and hard rock whilst singing perfectly? Yeah, not many, but if you're looking to expand your collection of those you do know, give Brutus a listen. This trio from Belgium are lead by drummer and vocalist Stephanie Mannaerts, who is supported by guitarist Stijn Vanhoegaerden and bassist Peter Mulders. They're pretty impressive, so we suggest you check out their debut album *Burst* and catch them at one of their few UK shows ASAP!



RVIVR

If you like your punk rock to sound like an absolute party then RVIVR are the band for you. They're Less Than Jake-esque vibes and bouncy riffs are bound to get you moving all over the place. The band, hailing from Washington, spend as much time as they can out on the road throwing noise right in the faces of crowds that are ready for a good time and they're dedication to such a cause has been noted. For example, the legendary Propagandhi have taken them out on tour! Their most recent album *The Beauty Between* is paced with killer jams and hopefully we'll get some new music from them soon; go show them some love.



FUZZ

Ty Segall is now a well known name in the industry but not many people know who Fuzz are. They're an American rock trio who love a hard riff and create some utterly awesome spacey sounds by using the loves from all three's musical backgrounds. Whether you want to lose your mind completely or just chill out for hours on end, Fuzz can give you the soundtrack. It's not clear whether there will be any more releases from the band yet as they've been pretty quiet since 2015... But, you can still enjoy the melodies of Fuzz across their two albums, available everywhere now.



Words by Alice Hoddinott

ELITE ONLINE MAG GAMING

Welcome to the gaming section! We have our usual spread of the latest reviews and previews, and this month we're introducing a brand new Top 10 feature - and we're kicking that one off with the top 10 couch co-op games.

We've also welcomed a new writer to our ranks, so please make Shana feel at home.

UPDATED MY JOURNAL EDITORIALS FROM THE STAFF

JAMES HALL **GAMING EDITOR**

We're into the quieter post-E3 period now, so game news is thin on the ground and game releases are thinning out until it all picks up again in September and October. That means there's less big new releases to review, but it does mean we can spend a bit of time on games that passed us by, or indie titles that are begging for a moment in the spotlight.

That said, it's been a double-team of PC games that's held my attention for most of the month. For reasons best known to myself, I decided to delve back into **Diablo 3** for the first time in years, armed with the Reaper of Souls expansion. I rolled up a new character (a Barbarian, in complete contrast to my usual Demon Hunter) and set to exploring the Adventure mode, which it turns out is a nightmarish conglomeration of FAR TOO MUCH CONTENT scattered all over the place. I mean, yes, its bloody good fun to play through and hopelessly addicting, but did Blizzard really need to add quite so many reasons for me to keep playing?

When I'm not whacking demons on the head with an axe, I've been shooting up zombies in Epic's intriguing tower defence / third person shooter hybrid, **Fortnite**. You can read my full preview elsewhere in this issue, but suffice it to say it's definitely held my interest - once I got past the initial learning curve. Well, learning sheer vertical wall, more like.

Oh, and I also went back to do some more of my second complete playthrough of **NieR: Automata**, this time on the PC, and I can confirm it's even better second time around.

CALLUM WALKER **REVIEWER**

So with no new big releases in this third quarter what was a man to do with his gaming time? Shoot total strangers online of course!

Player Unknowns Battlegrounds is a game that shows no signs of slowing, destroying all expectations for it and becoming one of the most played games of the year. It has caught me hook line and sinker as I hunt for that elusive chicken dinner. Paying alone or with friends is addictive, and

as someone that enjoys that adrenaline rush that only games like Day Z and Rainbow Six Siege gave me before this it's been a perfect pre release game to sink an ungodly amount of hours into.

I also finally got to playing Deus Ex: Mankind Divided, which is visually stunning and the gameplay is solid but sadly 20 hours in a glitch arose that has yet to be patched, cutting my enjoyment of the game short, because sadly despite all the fun it has brought its replay-ability is on the floor.

SHANA WHITE **REVIEWER**

So my summer has revolved mostly around moving house, attending conventions and travelling around for photo shoots. So my gaming has been majorly focussed on things I can take with me. Finding good games on my iPad is really important to me for long train rides. Pokemon TCGO and Faster than Light have become my train addictions. I love a good TCG and Pokemon would always be my first and favourite I've ever played. I have Hearthstone and Magic the gathering on my iPad too but they just aren't the same to play online. Pokemon have it down. FTL is a space exploration game where you travel through space and try not get your space ship blown up by building up mods and a crew and avoiding rebel ships and meteor showers. It's pretty addictive!

I'm really excited about the new Star Wars Battlefront coming to PlayStation. I'm excited to see new characters and developments they have made to it because I really love the first one. The trailer for number 2 looks immense and I cannot wait for its release in November. Open Beta access is available from October 6th to the 9th so it will be a long wait for the release after playing it. Actual pain.

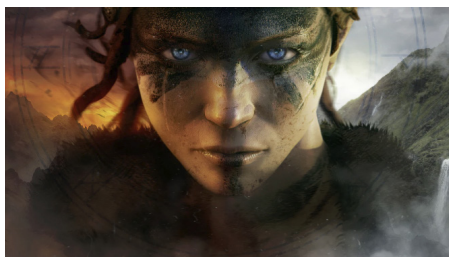
Speaking of Star Wars, my summer has pretty much been filled with the hoard of new table tops released by Fantasy Flight. They have really released some awesome games like Destiny and Xwing miniatures. Destiny has been great summertime playing because the decks are only 30 cards and you have a few dice so it's been great to take with for trips to the beach or the park for geeks up those days out.

I also got to attend the Saturday of London Film and Comicon. It was absolute madness it was so busy but had a great day. Got to meet Peter Meyhew who played Chewbacca in the Star Wars films which was a dream come true for me. They had an awesome gaming section there full of retro games and had my first go at playing VR games which was pretty cool. Their gaming section was small but had a good range of consoles and games to play and it's always funny seeing kids play the retro consoles and how hard we had it back in the day. I'm attending Canterbury Comicon this month and MCM London in October and I can't wait for that!

GAMING: AUGUST ROUNDUP

OUT THIS MONTH THE BIGGEST RELEASES COMING OUT THIS MONTH

HELLBLADE: SENUA'S SACRIFICE (PC, PS4, out 8 Now)



(See full review elsewhere in this issue) the tale of a Viking adventure that goes deep into the mental state of it's heroine, Senua, as she explores the Underworld. It comes from Heavenly Sword and Enslaved creators Ninja Theory.

STARCRRAFT REMASTERED (PC, out 14 August)



Blizzard is bringing us a fantastic-looking version of the original Starcraft, remastered with newly rendered artwork and supporting up to 4k resolutions whilst retaining all of the design elements and mechanics of the original game.

SONIC MANIA (PC, PS4, Switch, Xbox One, Out 15 August)



Potentially the best Sonic game since Sonic 3 & Knuckles, Sonic Mania is heavy on old school charm with gorgeously animated pixel artwork and classic 2D platform gameplay. It's the Sonic game we've been wanting for nearly 20 years.

AGENTS OF MAYHEM (PC, PS4, Xbox One, Out 18 August)



Set in the same universe as Volition's own Saints Row series, Agents of Mayhem will see players take to the streets as super-powered special agents in an open world game that reminds us just a bit of Crackdown.

MARIO & RABBIDS KINGDOM BATTLE (NS, Out 29 August)



Try as we might, it's impossible to make this game sound like an actual real thing, but here it is: A Nintendo and Ubisoft crossover game, featuring Mario, the Raving Rabbids, and turn-based tactical shooter gameplay. Nope, still doesn't sound believable.

STREAMER TO WATCH

ASH COSPLAY

twitch.tv/AshCosplay



Streaming: Gwent: The Witcher Card Game
When: Sunday-Thursday from 1pm-6pm BST

Ash has been streaming for over a year now, and has racked up over 6,000 followers on Twitch thanks to her incredible costume making skills and a mild fixation with all things The Witcher. She's currently playing Gwent, the Witcher Card Game, which is out in early access.

GAMING GADGETS

SPECIAL EDITION XBOX ONE CONTROLLERS



Okay, these aren't really new technology, but Microsoft has revealed a range of new special edition Xbox one controllers and they're looking pretty swish. All three designs are available in September,

and will retail for £59.99. They'll work with all Xbox consoles and Windows 10 devices, have Bluetooth support, and there's a new wireless dongle for PC gamers which supports up to 8 controllers at once. We particularly like the subtle grey & green model.

ON THE HORIZON GAMES WE'RE LOOKING FORWARD TO

BATTLE CHASERS: NIGHTWAR

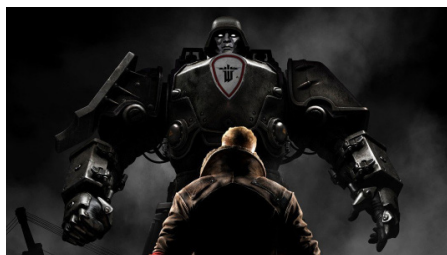
(NS, PC, PS4, Xbox One, September)



BattleChasers began as a series of comics by X-Men artist Joe Madureira, and it's finally getting its own video game following a successful Kickstarter campaign. Nightwar plays like an old school RPG, with gorgeous hand drawn artwork.

WOLFENSTEIN 2: THE NEW COLOSSUS

(PC, PS4, Xbox One, 27 October)



Machine Games' 2015 reinvention of the Wolfenstein series was an instant classic, and the Swedish developers seem to have really gone to town for the impressive-looking sequel, which was a standout title at this year's E3.



FORTNITE

(PC, PS4, Xbox One, Out now in Early Access)

Fortnite has been around, in one form or another, since way back in 2011. It's been running closed Alpha and Beta tests since late 2014. And here we are, six years after its original announcement, finally able to play the game, albeit in an Early Access format (the full, Free-to-Play release will be coming next year). And somehow, despite the length of its development cycle, Fortnite arrives feeling fresh and looking fantastic. Oh, and it's pretty fun to play, too.

Trying to pin down what type of game Fortnite is can be tricky, but here's the best I can do: it's a third-person, class-based, co-op shooter with tower defence, crafting, collectible card game and base-building elements. Sound confusing? Well, it is a little, partly due to a largely ineffective tutorial. But stick with it and the nuances of the game's many interconnected systems start to reveal their true potential.

The moment-to-moment gameplay, at least, is straightforward. You and three other players are dropped into a map with an objective - normally an object you need to find and defend. You'll scour the map, rescuing stranded survivors and harvesting building resources as you go by hacking down trees,

smashing up cars and battering buildings.



When you locate the target, you can then erect defenses around it using a fairly straightforward, but robust, set of tools. Walls can be customised to include doorways or windows, and you can craft a variety of traps to bolster your defences. There are clear elements of Gears of War's Horde mode here, and comparisons can be drawn with a dozen tower defence style games, but Fortnite's differentiating factor is that you get to design the lanes and layout of the defences yourself - well, so long as your team works together on the same idea - and then start the defence when you're ready.



Where Fortnite starts to get complicated is with the myriad of systems surrounding the core gameplay. Pretty much every aspect of the game is arranged through cards, including the available hero characters, and cards are graded from Common through to Uncommon, Rare, Epic, and Legendary. The higher the rarity, the more powerful the card's basic stats, but you can also level cards up using experience tokens to further improve them. As well as heroes, you get cards for Survivors, Defenders, weapons, and trap schematics. Survivors can be grouped into fire teams which boost your character's attributes by a given amount, depending on the Survivor's personality traits, level, rarity and skills, whilst Defenders can be summoned into some missions to help defend your base. Then there are the schematics for weapons and traps, which again come in different rarities with different base stats and can be levelled up with XP tokens, though the higher the rarity the more exotic crafting materials you'll need to gather in order to craft them.



Just in case that wasn't confusing enough, there are also two concurrent skill / tech trees to manage. Skills are based purely on your experience level, earned through completing missions, and unlock further stat bonuses, new Survivor slots in teams, more defender slots and even new hero classes, whilst

Research - which accumulates over time - can be spent on yet more stat increases and unlocks. There are multiple tiers of each of these trees, all somewhat labyrinthine in scope, and all of which go barely explained. And whilst the multitude of menus are functional enough, their layout is not always clear, and with so many screens of information to trawl through between missions the prospect of optimising your character setup is daunting at best, and unnecessarily time-consuming at worst.



So it's just as well that once you're in the game, such considerations go out the window, because Epic most certainly knows how to make a satisfying-feeling shooter. The guns are meaty and varied enough that there's a palpable difference between different weapons of the same type, and the enemies react convincingly to your attacks; bodies rocking back and heads popping off with comical styling that fits the cartoonish art style. There's a certain Pixar quality about Fortnite's art and animations that shows off a very different side to Unreal Engine 4, but it's delivered so consistently and with such panache you'd think the engine had been built for these kind of art. The fairly spartan script is witty but never feels like it's trying too hard, and its characters pack a lot of, well, character.

The game is still in Early Access, and won't be launched until 2018, so there's plenty of time yet for Epic to interject some more meaningful tutorials and tidy up the menus to make them much more approachable before Fortnite goes on full release, but if you can look past the opaque systems and clumsy menu design and focus on the core gameplay loops, there's a good deal to enjoy here. I've found myself going back to the game far more often than I thought I would, always with that fated promise of 'just one more mission' to myself. It's a promise that is frequently broken, because as convoluted as all of its systems can be, Fortnite has well and truly sunk its claws in.

TOP 10: COUCH CO-OP GAMES

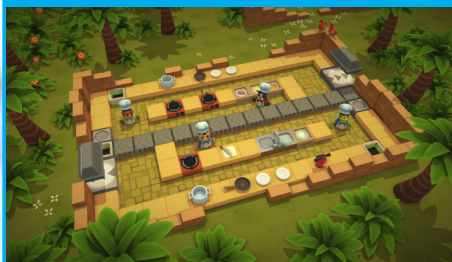
Once upon a time, before the perils of the Internet were unleashed upon an unsuspecting gaming public, there was only one option if you wanted to play a game with your friends: you all had to grab a controller, go round to each other's houses, and play a game that supported more than one player. You might even have invested in a multi-tap adaptor so that your console could connect four control pads instead of just two (unless you were rocking an N64, Dreamcast or a Gamecube, anyway). You would then all crowd around the TV - most likely a crappy old castoff with a slightly fuzzy picture that required each of you to squint hopelessly in a vain attempt to make out what was happening in your corner of the screen - or you played something like Worms where everybody took it in turns. But you had to be there. In the same room. Playing the same game. *Together.*



In recent years, local multiplayer fell by the wayside as game's prioritised single-player experiences, online gameplay, and high-fidelity visuals that the console simply didn't have the processing power to handle in splitscreen. Even games like Halo, whose success was in part due to its splitscreen multiplayer co-op and versus modes, dropped local multiplayer support in its latest series entry.

But the tide is turning. Partly thanks to the explosion of the indie games market, but also perhaps to the fact that modern consoles and computers are more powerful, more capable of allowing splitscreen gameplay. As someone who has always enjoyed co-op gaming - from the early days of cleaning up the streets in Streets of Rage on the Mega Drive to playthroughs of Halo on Legendary difficulty - it's a welcome sight. So without further ado, I present Elite's guide to the best modern couch Co-op games.

OVERCOOKED



PC / PS4 / Xbox One | 4 Players

Even as party games go, Overcooked is pretty manic. The players are a team of Chefs, tasked with cooking, serving, and cleaning as quickly as possible, and have to overcome the hazards of strangely laid out kitchens to do so. There's always one task too many, so players will have to dash about the kitchens completing tasks and trying not to get in each other's way. The simple control scheme and clear guidance and visuals make it a game that anyone can pick up and play, whilst the breakneck speed and wacky sense of humour ensure that playing it is a riot.

BROFORCE

PC / PS4 | 4 Players



BroForce is notable for many things, but mostly for its heroic dedication to the 80s / 90s action movie scene. It's a side-scrolling platform / shooter with destructible levels, one-hit kills and hilariously over-the-top pixelated explosions and gore, but it's the cast of characters and dudebro attitude that makes the game really stand out. You can play as over 30 bro-ified action heroes - including the likes of Rambro, The Brominator, Bro Lee, and Double Bro Seven. it's chaotic action at its best.

DIVINITY: ORIGINAL SIN

PC / PS4 / Xbox One | 2 Players



Although its a bit of an unusual choice, the excellent co-op implementation in Divinity: Original Sin deserves special mention. It's unusual in the genre for a start - Original Sin is a traditional, turn-based RPG in the Baldur's Gate vein, so that fact that you can play the game split-screen is something of a miracle in itself. But the way the game handles multiplayer is even better - players have a lot of independence and agency, and disagreements between characters must be settled by a game of paper-scissors-stone to decide who gets to make the decision.

LOVERS IN A DANGEROUS SPACETIME

PC / PS4 / Xbox One | 4 Players



Don't be put off by the odd name; Lovers in a Dangerous Spacetime is one of the best co-op friendly games in recent years. The players have to crew a spherical spaceship and pilot it through randomly generated levels. There are control consoles for navigation, hull-mounted turrets, shields, and lasers, and the players will need to work together to crew the right systems at the right times if they want to survive. Its challenging, but the simple controls and vibrant art style help make the game more appealing to less serious gamers.

DYNASTY WARRIORS 8: XTREME LEGENDS

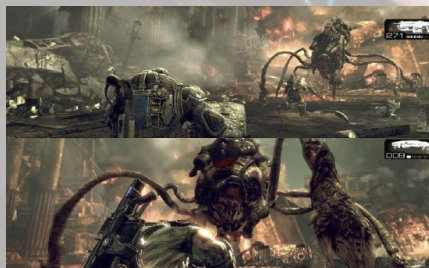
PC / PS4 / Xbox One | 2 Players



There are dozens of Warriors games that support local multiplayer, but we'd take Dynasty Warriors 8: Xtreme Legends over the others just for the sheer amount of content you get, with 80 playable characters, almost as many different weapon styles, and 4 story modes - plus Free, Ambition and Challenge modes - making for hours of gameplay. It helps that the core combat is so satisfying, with challenging strategic scenarios that do benefit from having an additional player.

GEARS OF WAR SERIES

PC / Xbox One | 2 Players



Although one of the older games on the list, the Gears of War series was designed from the ground up with co-op play in mind, and it really shows in the level design and mechanics. Smart enemies, environments that encourage divergent tactics and immensely satisfying gunplay make the Gears series stalwarts of our co-op sessions, especially with all of the games playable on Xbox One via backwards compatibility. Avoid spin-off Judgement, though.

TOP 10: COUCH CO-OP GAMES

ROCKET LEAGUE

PC / PS4 / Xbox One | 4 Players



It's the game that pretty much established the world of vehicular sports (Top Gear's Aygo football notwithstanding) and despite its apparent simplicity there's a world of nuance to be found in its acrobatic race cars as they try to score points by bouncing a ball around an arena. It's great fun at any time, but really comes into its own when played in local multiplayer. Expect copious amounts of swearing.

DIABLO 3

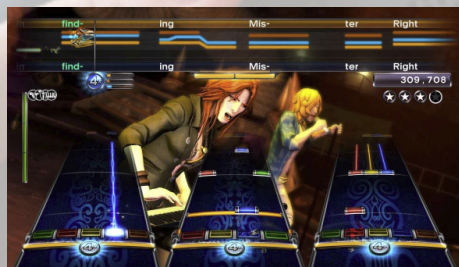
PS4 / Xbox One | 4 Players



The console versions of Diablo 3 are rather special. Much like the PS1 release of the original Diablo, there are a lot of subtle changes that have gone in to make the game better suited to a control pad, and you might even argue that it's a better game for it, since you have direct control of your character and easier access to buttons for hotkeyed spells and abilities. You also get a nifty dodge roll, and the ability to play the game with two players.

ROCK BAND 4

PS4 / Xbox One | 4 Players



You'd be forgiven for thinking that the Guitar Hero / Rock band genre died a horrible death, because it pretty much did. However, there's still something to be said about getting your mates round and pretending to rock out to your favourite tracks, and Rock Band 4 is the best way to do it, thanks to its huge library of music to choose from and it's party-friendly setup, which lets you include things like no-fail modes and create your own playlists.

KEEP TALKING AND NOBODY EXPLODES

PC / PS4 / VR | 4+ Players



Although a somewhat unique little oddity, Keep Talking and Nobody Explodes is one of the most interesting and entertaining local multiplayer games around. One player has a virtual bomb in front of them - normally using a VR headset, but you can just use a regular screen if you don't have a headset - that the other players can't see. The players have printed pages from a bomb disposal manual in front of them - the player with the bomb has to describe it to the other players who can then instruct them on how to disarm it. If that sounds like a recipe for disaster, well, it normally is, but it's a hell of a lot of fun.

BONUS: SPACE TEAM

Android / iOS



We've thrown this in as a bonus extra because whilst it's 'only' a phone game, it's an absolutely genius one. The players are the crew of a spaceship where things are badly going wrong, and each player's screen has a different set of buttons and controls. Instructions appear above them, unique for each player, but these correspond to buttons on the other players screens. Figuring out who has which buttons, barking them out and reacting to your own instructions - whilst also having to flip your phones simultaneously to avoid black holes and asteroids - is crucial. But the instructions come faster and faster with each level until it all boils down to a frantic shouting contest as ships take damage, panels start to fall off your display, and everyone starts to panic. Its tremendous fun, and really challenges your teamwork abilities.



PERCEPTION

Review by Callum Walker

PERCEPTION

(PC, Out Now)

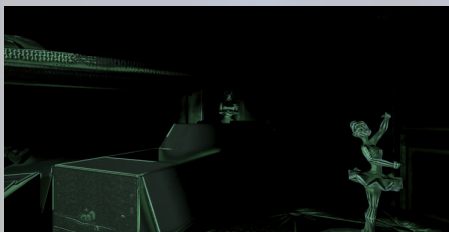
Perception, by husband and wife team The Deep End, is a game that in the first few minutes you convince yourself this is something special. Sadly about an hour later everything that made the game unique and special begins to get annoying.



Visually I am not sure I have seen a game quite like this. You play Cassie Thornton, a blind girl who travels to a house she has only seen in her nightmares. So the visual look is entirely based around echolocation which is something the developers go to great lengths to inform you they spent a lot of time researching. The world is displayed in blue hues for the most part with nothing being totally clear, of course because it is from the perspective of a blind girl. You can see via tapping her cane on the

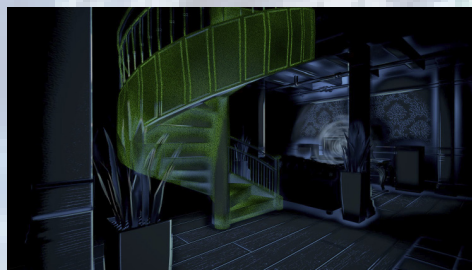
floor, which then allows you to get a glimpse of your surroundings via echolocation. To start with this is unique and risky and I could not help but applaud the developers. But it quickly becomes a nuisance and increasingly annoying as you explore the game. Particularly when the more you tap the more noise you make and this causes Bad Things to happen.

These are things which you must hide from, but the hiding places are so frequent and the clues so telegraphed that instead of feeling scary its just becomes a hindrance to exploring.



Where the game does succeed is the genuine interest it stirs in you as you uncover the various stories of those that have lived in the house over four separate

time periods. Of course the house has a sordid past and each story is unique in exploring that, while at the same time having connections throughout that link them in interesting ways. Each story does however, stand up on its own as a horror story, and i was surprised how often the tales ended in a way I could not have predicted, which is a testament to the strength of the writing throughout.



The one instance where the writing really lets itself down is about halfway through the game. A new mechanic is introduced where Cassie can take a photo of something, upload it to an app, and have a live operator describe it to her. This introduces a badly fleshed out and fairly dull side character, but worse it robs Cassie of the agency you have seen throughout the game.

“I WAS SURPRISED HOW OFTEN THE TALES ENDED IN A WAY I COULD NOT HAVE PREDICTED, WHICH IS A TESTAMENT TO THE STRENGTH OF THE WRITING”

It goes counter to the running theme in the game of Cassie's independence; she travels to the house alone, refuses to wait for a friend to come to help her, stating that she must do it alone. But then we have the photographic puzzles which she literally cannot do on her own. This mixed messaging ultimately watered down the tension and resulted in what could have been a fantastic thriller becoming pale by comparison.

Perception is an ambitious and intelligent game, but ultimately falls short of its own goals.

6/10

RATING SYSTEM

We give games a score out of 10, with 0 being impossibly bad and 10 being practically perfect. Here's what the ratings mean.

0 = IMPOSSIBLY BAD.

No game should ever be this terrible.

1 = AWFUL.

Games that score 1 should be avoided at all costs.

2 = REALLY TERRIBLE.

A bad game that might just qualify as so-bad-it's-good.

3 = PRETTY POOR.

It might not be absolutely terrible, but there's not much to like about this game.

4 = FLAWED.

Major problems really detract from the game.

5 = MEDIOCRE.

Nothing majorly wrong with the game, but nothing to write home about either.

6 = NOT BAD!

A decent game that's held back by some issues.

7 = GOOD.

A solid example of its genre, though it might not be for everyone.

8 = GREAT.

A highly entertaining game with lots to offer, even if its not normally your sort of game.

9 = TRULY EXCELLENT.

A spectacular game that everyone should play.

10 = PRACTICALLY PERFECT.

Games that score a 10/10 might not be completely flawless, but they're pretty damn close. They earn our ELITE badge of honour.



Review by James Hall

TEKKEN 7

(PC, PS4, Xbox One)

I'll freely admit it: Tekken is one of those games that I want to love, but just can't. I know the combat mechanics are balanced and carefully designed. I know the story and characters are bonkers in all the right ways. I know there's a ton of content and depth to be found in the games. And yet something doesn't sit right with me.



That caveat aside though, Tekken 7 is a one-on-one fighting game with plenty of offer. There's a lengthy, if muddled, story mode for starters, which will see you playing at least one round as most of the 39 characters available, but that's just the tip of the iceberg. A fully-fledged Arcade mode is joined by a functional if barebones Practise mode and intriguing Treasure mode, which rewards you with treasure chests containing cosmetic customisation items for your characters. There are the expected ranked and

unranked online modes, and for the most part the netcode seems to hold up pretty well.

In terms of combat, this is a Tekken game through-and-through, with few changes to the existing formula. One-on-one bouts are played out on an infinite 3d plane, where sidestepping is an integral strategy but you'll never suffer a ring out. Instead of the genre-standard light / medium / heavy attacks, Tekken sticks to its one-button-per-limb system, with each face button on the controller corresponding to one of your character's limbs.



There are a couple of new systems for longterm fans to wrap their heads around as well, like the Rage Art, which allows players to sacrifice the damage bonus they normally get when low on health for a powerful attack that can deal huge amounts of damage. It's joined by a Power Crush system, that lets a character

continue their attacks uninterrupted even if hit by an opponent, but they suffer the full effects of any damage caused to their character during the move. Rage Arts in particular can radically alter the flow of a battle, and can aid in some dramatic reversals within rounds.



There are a couple of neat graphical flourishes that work really well too. A dynamic camera zoom highlights critical hits and finishing hits add a slowdown effect that proves equal parts dramatic and hilarious, but by far the best feature is the way the game handles attacks that will land at almost the same time - by implementing a slowed-down camera that keeps you guessing about who's attack will connect first.



When you're not beating up other players or the AI, you can spend time customising your characters in complex, often hilarious, ways. There are dozens of different customisation items to find for each character- some can be bought with fight money, others must be found in the Treasure mode - and the vast majority of these can be recoloured as well. Its possible to radically transform the appearance of any of the game's characters, altering everything from the clothes they wear and their hairstyle to the particle spray when they attack an opponent. You can even take a custom photo of your new design to use on the character select screen. New items are gifted with enough frequency - and can be unlocked for reasonable sums of in-game currency- that you

always feel like you're getting something new for your efforts across the game's multiple modes.

“RAGE ARTS... CAN RADICALLY ALTER THE FLOW OF A BATTLE, AND CAN AID IN SOME DRAMATIC REVERSALS WITHIN ROUNDS.”

Tekken 7 joins the recent fighting game trend of using Unreal Engine as its core - an engine now shared by Tekken, Street Fighter 5, Mortal Kombat X, Injustice 2, and even Guilty Gear Xrd. Honestly, this isn't the best the engine has looked - console versions inparticular suffer from oddly low resolution visuals, with the Xbox One version handing in a paltry 720p presentation which looks pretty rough. Even the PS4 version can't scrape 1080, but thankfully all versions of the game are locked at 60fps so the controls are responsive and sharp, even if the visuals aren't. You'll also have to contend with some uncomfortably long loading times, and again it's the Xbox One version that suffers most, with a single battle taking anywhere up to 30 seconds to load. Frequent loading breaks separate each of the main menus as well, making navigating the game a bit cumbersome at times and nowhere near as snappy as you'd like.



If you're already a fan of Tekken's unique mechanics, you'll find plenty to enjoy in Tekken 7. Yes, the story mode is poorly told and overly long, and the Practise mode doesn't do anything to help newcomers find their feet in the game. But the eclectic cast of characters and distinctive feel of combat goes a long way here. Even if, like me, you find Tekken difficult to love, you'll almost certainly find plenty to like.

7/10



Review by James Hall

NIDHOGG 2

(PC, PS4,)

There's something to be said about simplicity in a game; a clear, single-minded dedication to perfecting an experience. Nidhogg 2 is a game with a single purpose: getting two players to fight it out with simple controls. At its core, the game is as basic as they come. But after playing for just a few minutes, you soon begin to appreciate the elegance of its simplicity, and the nuances of its deceptively basic design.



A round in Nidhogg 2, as in its predecessor, has two players squaring off against each other on one of several maps. Maps are divided into distinct 'screens,' with the objective being to get past the other player and off their side of the screen, then do the same on the next screen, and so on, until you reach the last screen, where you win before being unceremoniously eaten by the titular Nidhogg, a Norse serpent. Perhaps

this is a desirable thing in the Nidhogg 2 world; it's not clear, but then, it doesn't really matter. The point is, you won.

Getting past the other player is easier said than done, of course. Both characters start out armed with a randomly selected weapon - broadswords, punch daggers, bows, and rapiers all feature - and all it takes is a single hit to kill. You'll respawn with a new random weapon a few seconds later, normally a short distance in front of your opponent, but by then they've stolen the momentum. With each weapon having varying range and speeds, building up a flow of movement and attack can be the deciding factor between life and death, and all it takes is a mistimed counter or clumsy jump and your character is impaled on a rapier. Sometimes you'll square off against each other for long minutes, a careful thrust, parry, counterthrust and dodge swinging back to forth until one player fumbles, and sometimes you'll conduct a ridiculous, Benny Hill style chase through the level in pursuit of your opponent.

"BUILDING UP A FLOW OF MOVEMENT AND ATTACK CAN BE THE DECIDING FACTOR BETWEEN LIFE AND DEATH."

The swift back-and-forth of combat makes for a tense duel, and its not uncommon for the fight to swing wildly in either direction in a see-saw of combat. It's also frequently hilarious, thanks to the over-the-top gory death animations, persistent blood, occasional inanity when a good run is scuppered by a player falling down a hole, and the sheer speed of the gameplay.



There's not that much more to the game than these one-on-one bouts; there are 8-player tournaments and an Arcade mode where you can fight against AI, but the structure of each fight remains the same. Honestly, that's enough for Nidhogg 2; the purity of the experience and the dynamic nature of the battles means you can play for hours and never find the gameplay getting stale or staid. Local multiplayer is definitely the way to go, though there's fun to be had in the game's online modes as well. That said, there's nothing to unlock, no progress to be made; you can customise your character, but that's about it.



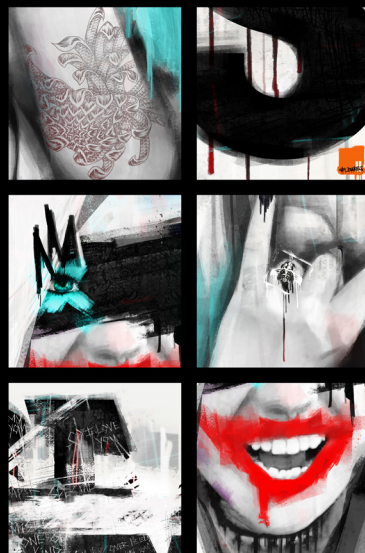
So let's talk about the elephant in the room, shall we? Because whilst the first Nidhogg had a delightfully 8-bit aesthetic, Nidhogg 2 has a dramatically different artstyle. It's a garish, rather grotesque world of lurid colours and bulbous shapes; initially it might look somewhat repulsive, but in motion there's a surreal beauty about the game's look, thanks in part to wonderfully smooth animation and some gorgeous lighting effects that play well into the quasi-16-bit

pixel art style. The moody soundtrack only bolsters the surrealism, and the whole effect is quite powerful.



Nidhogg 2's seductively simple gameplay belies its finely honed, nuanced depth. There's a masterful flow at work here which results in a game that's easy to play but offers plenty more to those willing to put in the effort and practise. It's as tense and dramatic as any traditional one-on-one fighting game, if not more so, and its thrilling action, combined with its unique aesthetics, make for a game unlike any other.

9/10



STRIKE IT #NIDHOGG



Review by James Hall

VALKYRIA REVOLUTION

(PC, PS4, Xbox One)

In my first few hours of Valkyria Revolution, I think I was actually in control of the game for about 30 minutes. This is a game that really takes the notion of a slow build-up to heart, bombarding you with cutscene after cutscene before you're allowed to engage in one of the game's missions. Sadly, these cutscenes aren't very compelling. For the successor to Sega's excellent Valkyria Chronicles strategy series, that's disappointing. But the problems with Valkyria Revolution go far deeper than its ham-fisted storytelling.



Like the earlier games, Revolution takes place in an alternate history Europe, where a magical element called Ragnite is harvested and harnessed (though this game takes place in an alternate timeline, and a hundred years prior to the original titles).

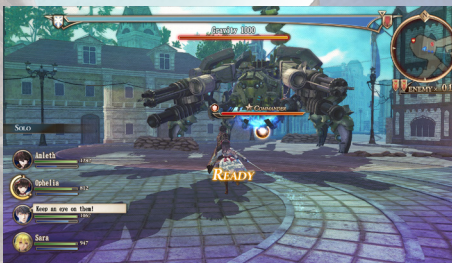
The story follows the tiny nation of Jutland as it seeks to claim its independence from the Ruzhein Empire. It's intriguingly framed as a conversation between a professor and his student, as he relates the 'true' story of the war, but the concept never really goes anywhere. The general thrust of the story is interesting, and in keeping with the series' style, but it's delivered through dull cutscenes that rarely venture beyond static characters talking in a room and leaden dialogue from its bland cast. There's very much a budget anime feel about it, not helped by the archetypal character design that leaves no anime trope unturned. On the plus side, the main hero is the implausibly-named Amleth Grønkjær, which has to count for something even if he is, name aside, entirely uninteresting.



The actual mission structure of the game, where the majority of the gameplay lies, is fine, if uninspired. Revolution swaps out the tactical, turn-based combat of the older games in favour of a realtime action RPG system, which feels like a bad choice. Not to say that Revolution's combat is bad, per se, but it's merely passable and instantly forgettable, not to mention saddled with a bevy of entirely pointless supplementary systems. For the most part, your squad of four heroes can cut through most enemies by charging forward and clobbering them with oversized melee weapons. There are guns, but these don't do much damage and have to be accessed from a radial menu which interrupts the flow of the action, and magic, but spells also have to be selected from the same menu, with the whole world pausing around you whilst your selected attack takes place.



There are also half-baked stealth mechanics, which serve no purpose, and a 'morale' system that makes icons appear above enemy's heads indicating that you've initiated a surprise attack or made them afraid, though these seem to have very little impact on how easy the enemies are to kill. Almost every mission boils down to your gang of heroes charging into groups of enemies, unleashing a few Alchemy attacks, then moving on to the next bunch until you stumble across a boss fight. At this point you'll engage in a war of attrition as your team very slowly whittles down the bosses health bar and finally completes the mission. Then you get to sit through another half hour of torpor-inducing cutscenes.



Other systems are layered on top of the action; you can issue orders to your teammates which the virtually nonexistent AI will mostly ignore, and customise their priorities with commands to, say, focus on healing allies or melee attacks, though these are similarly ignored. There's a deep weapon upgrade system that allows you to very gradually improve your weapons by sacrificing Ragnite, but the improvements are so minor and the elements you need so rare that you'll never feel any need to. You can research weapon upgrades, create custom tailoring orders for armour made with different materials, but the meagre benefits such systems convey feel totally meaningless.

"VALKYRIA REVOLUTION CRUMBLES UNDER THE WEIGHT OF ITS LEADEN STORYTELLING AND OVERABUNDANCE OF MEANINGLESS SYSTEMS."

Most criminally of all, Media Vision has sacrificed the hand-drawn aesthetic of the Chronicles games, in favour of a very generic anime appearance, and the visuals are plagued by muddy textures and chunky geometry. The voice acting is passable, but the soundtrack, by Xenogears composer Yasunori Mitsuda, is at least rousing and engaging.



Ultimately, though, Valkyria Revolution crumbles under the weight of its leaden storytelling and overabundance of meaningless systems. The actual combat is enjoyable, and there are inspired moments within some of the missions on offer, but the overall feeling is that of a deeply disappointing burger, with inordinately thick bread and far too many garnishes distracting you from the flavour of the burger itself.



Review by Shana White

OH, SIR! THE INSULT SIMULATOR

(PC, PS4, Xbox One)

When I was asked to review insult simulator for PS4 I knew immediately this would be something I would have to play with my friends, seeing as insults are the basis of any friendship circle, right?



So when I got all my friends together I brought up the subject of trying the game and when one friend's response was immediately "It can't be as weird as *Shower with your Dad Simulator*" I knew I had come to the right place to test it out.

So we got on it. Being self proclaimed professional insulters we didn't think we would need to mess about with the tutorial before playing. Oh how wrong we were. At first the object of the game didn't make any sense whatsoever and we really just made a mess of it so we went back and did the tutorial first.

So basically the aim of the game is to either play with another human or with the game itself. You chose your protagonist from a list of different characters, each with their own insult weaknesses. It's important to make a mental note of these so you can learn other people's weaknesses too. Then you select where you want to insult people. Location is key I guess.



There's no real story line in the game more like story-like scenarios that you play out. The visuals aren't particularly sophisticated; the characters and the style of the game all have a very old English aesthetic, with a lot of Monty Python quotes thrown in there. I kinda liked the blocky characters though. As you play on you can unlock trophies as well as unlockable characters. The game play is pretty difficult to get without the tutorial but once you get the hang of it the game runs pretty smoothly.



Then you get down to the insults. A list of options will pop up and you have to quickly select the option you want. You slowly build up a sentence of taunts, and have to hope the persons weaknesses pop up and you need to get as many in as possible. Once you've created this really long sentence of jibes you basically have a slur-off and get points depending on what you have come up with. So basically you have to build the ultimate insult sentence with the portions you are given and try to take away as much 'health' from your opponent as possible. Your sentence does have to make (relative) sense though for you to inflict the damage you need.



Playing with a friend locally is a lot more fun than against the computer, or at least with a group of people helping you select options, and you can enter tournaments to really test your slander skills. I really couldn't imagine playing this alone and having any sort of fun with it. I did try but couldn't really get into it on my own. But that's where the cross platform multiplayer is pretty good because you can play online with people all around the world if practicing alone before ruining your friends is your plan for insult domination.

By the end of our trial for the game we had really got into it and we're shouting attacks at the tv, and I truly saw a new side to my friends I never thought possible. Wasn't long before we learned how to turn this into a drinking game either. Party.

7/10



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